

QuickClip Pro™

Installation Manual and User Guide



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Parts of this manual that describe optional soft - or hardware modules do usually contain a corresponding note. A lack of this note does not mean any commitment from the point of Drastic Technologies Ltd.

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QuickClip™ QuickClip Pro

INTRODUCTION

QuickClip Pro is a comprehensive yet intuitive application which can be used to augment the capture and delivery features of specific digital video hardware. QuickClip Pro allows the user to capture video frames in real-time from a live video signal (camera or VTR), and save them as files on a storage device. QuickClip Pro offers a virtual playback interface with transport controls equivalent to those found on a Professional Videotape Recorder.

QuickClip Pro controls most professional and broadcast RS-422 serial protocol video recorders and source machines (VTRs). QuickClip Pro also accepts standard Sony, Louth and Odetics serial control protocols. An RS-422 adapter or adapters may be needed to enable the serial and external device control features of QuickClip Pro.

There are a number of different versions of QuickClip Pro, depending on the video capture/output board being addressed by the software (see the Requirements section for a list of supported video capture/output boards).

This manual assumes the following:

- That the user is familiar with video editing and how to use VTRs
- That the user knows how to use a mouse and keyboard and perform the basic functions of Microsoft Windows operating system.
- That the user has access to MIS technicians capable of placing the device on the network and setting up any SAN systems if necessary.
- That the user has access to audio/video technicians capable of installing and timing the device into your system.
- That all software is installed and authorized properly

QUICKCLIP PRO REQUIREMENTS:

QuickClip Pro currently works only with the specific hardware outlined below and listed in the supported hardware section. The capture/output board must be fully installed, configured, properly licensed and operational. See the product manuals for base system requirements to ensure successful video capture/output board operation.

QuickClip Pro runs on Microsoft Windows NT Version 4 (with Service Pack 5 or greater installed). Specific hardware will also run on Windows 2000 (Service Pack 2 or better).

The minimum hardware configuration to run this software is:

- Pentium III **processor**, 450 MHz
- 128 MB of memory (**RAM**)
- 20 MB **hard drive** space required for installation
- **CD-ROM** drive for updates/installation
- SVGA or higher-resolution **video adapter** (minimum display resolution of 1024 x 768 full color) and a compatible **monitor**
- A Windows-compatible **sound card** (if it is necessary to preview audio files)
- A **video monitor** (if it is necessary to monitor the video output/throughput).
- **Mouse and keyboard**
- The **capture/output board** addressed by QuickClip Pro. At this time, the following boards are supported for use with a version of QuickClip Pro:
 - **AJA Xena SD and HD capture/playback hardware**
 - **DVS HDStationOEM and SDStationOEM capture/playback hardware**
 - **Matrox DigiSuite/LE, DTV, DigiServer capture/playback hardware**
 - **Optibase VideoPump SD and HD capture/playback hardware**
 - **Optibase VideoPlex/VideoPlex Pro capture/playback hardware**
 - **Vela CineView Pro/XL MPEG decoder hardware**
 - **Vela Argus encoder hardware**
 - **Stradis MPEG-2 decoder hardware**
 - **Digital Rapids DRC Stream encoder hardware**
 - **Other platforms are currently OEM only**

Please note that these are the minimum requirements. To understand how to get the most out of your QuickClip Pro software please review the next section.

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Supported Hardware:

QuickClip Pro controls most professional and broadcast RS-422 serial protocol video recorders and source machines (VTRs). QuickClip Pro also supports control of the system by an external controller device (such as BUF, or DNF etc.). QuickClip Pro is available in NTSC, PAL and HDTV video standards (dependent on the video capture/playback board addressed by the system).

Drastic Technologies has tested the following hardware for use with QuickClip Pro clip control software:

Motherboard	ASUS TUSL2-C motherboard Tyan Tiger dual Athlon MP motherboard
Sound Card	Antex SC (Studio Card) 2000 Digital/Analogue Audio
RS-422 Adapter	RS-422 adapter B&B #422LP9R + RS-422 adapter null (Incoming serial control) RS-422 adapter Drastic Technologies Ltd (Outgoing serial control)
SCSI Card	Adaptec 29160 (#1609979) SCSI Controller
Fibre Card	Atto Express PCI FC adapter Q-Logic 2300 Fibre Channel Adapter
VGA Card	Matrox G450 VGA Card AGP

There may be other hardware which can be used with QuickClip Pro. The manufacturer continues to perform compatibility tests according to current development priorities and reserves the right to add new devices to this list from time to time.

QuickClip Pro Setup

We assume that you have a powered **Workstation**, with keyboard, VGA monitor and mouse connected, and with all necessary software and hardware installed, configured and licensed. Note that by installing unnecessary or unspecified software or hardware into your system, you may cause hardware or software conflicts that could affect the performance of your QuickClip Pro software. Please contact QuickClip Technical Support if you have any questions.

Log on as Administrator

The user will need to log on having Administrator privileges. If you are unsure what level of privileges your log-on name gives you, ask your System Administrator.

The staff at Drastic may supply your initial password. For some installations, the user will simply hit Enter, or Try (demo software).

Log on in Standard mode, not VGA mode

IMPORTANT! If you log on and your user name and password do not extend Administrator privileges to you, you will not be able to install QuickClip Pro.

Run **Setup.exe** on the installation CD to install the QuickClip Pro software.

No other software should be running while the installation occurs.

Authorize the software as detailed in the Authorization Section in this manual. This is only necessary the first time QuickClip Pro is run. Once the installation has run its course, the machine will need to be restarted. Agree to Restart.

Important:

QuickClip Pro is packaged as a self-installing executable. Double click on the installation program and follow the instructions presented.

Installation

QuickClip Pro Software Installation

QuickClip Pro must be installed on a computer workstation as detailed in the “*Requirements*” section. Refer any network setup to your Information Technology Manager.

The user will need to log on having Administrator privileges. If you are unsure what level of privileges your log-on password gives you, ask your System Administrator. **IMPORTANT!** If you log on and your user name and password do not extend Administrator privileges to you, QuickClip Pro will not install.

Log on as *Administrator* in Standard Windows NT 4.0 or Windows 2000 mode as per the following notes.

If you are working with Matrox hardware (such as the DigiSuite, DigiSuite LE, DigiServer or DTV) use Windows NT 4.0 with service pack 5 or better.

If you are working with Optibase VideoPump boards, you may select either Windows NT 4.0 or Windows 2000, with one known issue with Windows 2000:

<http://www.viewgraphics.com/videopump/supportvpwin2k.htm>

Using the Optibase VideoPump with Windows 2000:

If you install a VideoPump into a system configured with Windows 2000, the **New Hardware Wizard** will find the VideoPump, but will identify it as either a "**Coprocessor**" or "**PCI Device**". Cancel the **New Hardware Wizard** and run the VideoPump software installation as normal.

When you reboot, the **New Hardware Wizard** will continue to find the VideoPump as a "**Coprocessor**" or "**PCI Device**". Cancel the **New Hardware Wizard** and open the Windows 2000 Control Panel.

Open the **Administrative Tools** folder and double click **Computer Management**. On the **Devices** page, scroll down to "**Other Devices**" and right click on **Coprocessor** (or **PCI Device**). Click on **Disable**. Click '**Yes**' to the confirmation box.

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Right click again on **Coprocessor** or **PCI Device** and click **Enable**. Answer '**Yes**' to reboot the system.

When Windows 2000 restarts, the **New Hardware Wizard** will not be displayed. Confirm proper configuration of the VideoPump by opening the VideoPump Control Panel located in the Windows 2000 Control Panel.

To install QuickClip Pro, simply run the *Setup.exe* file from the installation CD. It is recommended that you close any other programs during this installation. Follow the instructions on the screen to create or choose a directory and install the software.

- Make sure your system clock is properly set. This may be accomplished through the Control Panel, in Date/Time.
- Place the CD in the CD-ROM. The QuickClip installation should auto-run. If not, go to your CD-ROM drive and double-click the **SetupQCPro*****.exe** program. (The ***** portion represents the identifier for the specific version of QuickClip Pro you are installing)
- You will be prompted to move through each step of the install by pressing the “next” or “finish” button. Carefully read the instructions that are provided.
- You will be prompted to choose the option to install a number of external codecs. These codecs are necessary to obtain the optimum functionality from QuickClip Pro. See the “Third Party Installation” section for details.
- You will be offered a choice of QuickClip Pro versions. Make sure you select the correct version of QuickClip Pro to install. If you are unsure as to what version you need, contact your Dealer or Integrator, or QuickClip Technical Support

Third Party Software Installation

There is software made by other companies that must be on your system for the QuickClip Pro software to function properly. There are other software packages that will enhance the functionality of QuickClip Pro but are not required. You may already have some or all of these packages installed. If not, the QuickClip Pro setup program will let you install them at this time.

Currently QuickClip Pro requires that Apple's QuickTime software must be installed to function properly. Your computer may already have QuickTime software installed. If not, QuickTime is made available to you in this third party software installation section.

The third party software installation lets you add other codecs to your system that you can use from QuickClip Pro. During the installation, the user will be prompted by the software to restart. Do not restart until the installation has completed its course and fully installed the software. The user will be prompted as to whether they wish to install all or any of the following:

Required:	QuickTime 4.1
Optional:	DirectX 6.0
	DXMEDIA 6.0
	DXMEDIA 6.0 extra
	DXMEDIA 6.0 patch
	Intel Indeo v5
	MS Media Players

To obtain maximum functionality from QuickClip Pro, install all of these unless you already have them installed on your system. They don't take up much room and may come in handy one day.

After all the necessary files are installed, the machine needs to be restarted. The installation program will prompt you to restart. Agree to restart.

If the default installation path is used, *Setup.exe* will create a Program Files\Drastic\QuickClip VTR directory on the hard drive from which Windows is run (typically "C"). It will then copy a number of files into this directory. You will be concerned with the following files:

QuickClip.exe is the basic executable program. Run this file to launch QuickClip Pro.

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LocalConfig.exe allows the user to adjust a number of settings for QuickClip Pro, such as the record/playback/control enabling, storage pathways, com ports and so on.

The installation procedure will put a Drastic Technologies folder under the Windows **Start\Programs** popup. You will see the following programs in this area:

- LocalConfig
- QDriveTest
- QuickClip
- VVWCheck

Launch **QuickClip Pro** by selecting the QuickClip Pro icon under the **Start\Programs\Drastic Technologies** popup, or by running the *QuickClip* program.

Authorization

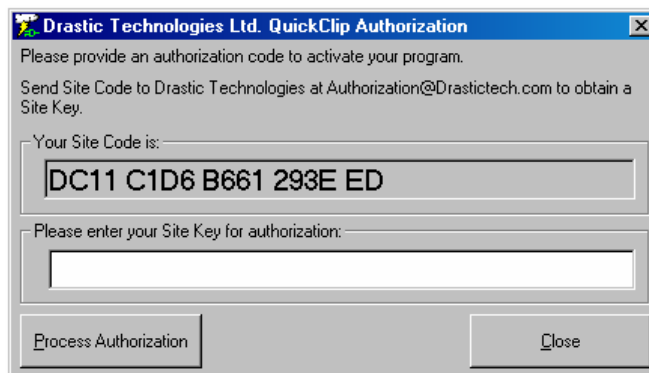
QuickClip Pro uses a software-based copy protection system. You will not have to install any additional hardware, like a dongle, in or on your computer in order to run QuickClip Pro. However, you should be aware of the following issues when working with QuickClip Pro's copy protection system.

The user should initiate the authorization procedure as soon as it is convenient, and avoid any time zone or office hour delays which might delay the authorization process unnecessarily. We will attempt to respond as quickly as possible but be sure to give yourself a good time margin in requesting your authorization. Drastic Technologies' offices are located in the Eastern Standard Time Zone of North America and we will only be able to provide you with a code during regular business hours (Monday to Friday, 9am to 5pm EST).

The authorization procedure involves the user providing a site code after which they receive the site key to authorize the license. The licensing functions of QuickClip Pro are all found on the **License** section of QuickClip Pro main menu.

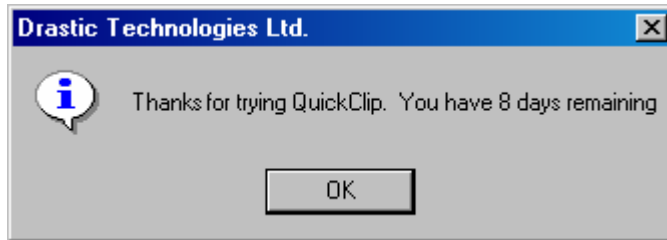
The software protection checks the system clock for changes so make sure it is properly set before initiating the authorization procedure.

Select **License Authorization** from the **License** section of the main menu. This will open the QuickClip Pro **Authorization** window. (Alternately, if the user attempts to open an unauthorized version of QuickClip Pro, this window will open and prompt you to enter an authorization code).



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If the version you have is a demo or evaluation version, you may be able to hit a “Try” button for a grace period of functionality before the product has to be authorized. If you have already installed this or other QuickClip software (demo or otherwise) on this machine (or if you do not see a “Try” button), the “Try” option is not selectable. The copy protection software will only allow you to run one demo per system. If you are using a demo version, every time you open the software you will be reminded how long you have before your demo runs out. The following screen will appear:



The program will not run without being authorized (the demo version provides its own temporary authorization). To perform this action, you need to email the site code to us at which point we will send you a site key to authorize your license. The copy protection software will generate a site code, shown in the above field under the “**Your Site Code is:**” message. It is absolutely imperative that this site code is correctly sent to us or a site key will not be properly generated. Therefore, copy and paste the entire site code into a message and email it to us at authorization@drastictech.com.

You will receive a reply from us containing your site key. This sequence of numbers and letters must be entered into the site key field exactly as generated in order to authorize your license. Select the whole site key, and Copy and Paste it into the **Site Key** field.

Once you have received the reply with the site key, select it and copy it to the clipboard. Open QuickClip Pro and the authorization screen should pop up. If not, go to the main menus under **License** and double click the authorization heading. The authorization screen will appear. Paste the site key into its box and push the **Process Authorization** button. This will authorize your license and allow you to run QuickClip Pro.

If the user simply selects “Process Authorization” without entering the correct number into the site key field, the following error message will appear:



Technical Issues

You should be aware of the following technical issues regarding certain potential computer activities:

The following will cause your license to fail:

Disk Failure	After replacing the drive and re-installing the software, contact QuickClip Technical Support to obtain a new authorization. Please explain the situation in your request.
Clock Change	Changing the clock will be detected and cause your license to fail. Confirm the system clock is set correctly before authorizing QuickClip Pro.
Disk Compression or defragmentation software	Using a defragmentation program or any other program that may alter the integrity of your disk (like Norton Speed Disk) can damage your license. If you wish to use one of these programs make sure you configure them not to move any *.ent, *.rst and *.key files.

Set the “Record To” Drive

After installation and authorization, the record drive must be set up before running QuickClip Pro. Run the **LocalConfig** program from Start Menu|Programs|Drastic Technologies|LocalConfig and change the recording drive. Do not change anything else until you have tested the system and read this manual. It is possible to make your software inoperable through incorrect LocalConfig settings.

By default, QuickClip Pro will set up COM1 as a DEVICE (serial control from a controller). This is the “comport” to which a controller would be connected through an RS-422 to RS-232 converter. If editing to or from QuickClip with an external serial controller, you would use this port. Please note that to operate properly, the converter must be externally powered and wired as a 422 device. Converters used to control VTRs are unacceptable as they are not generally fully wired and have an inverted pin out (controller pin out) from the required device pin out. Note that QuickClip VTR lacks DEVICE functionality, and cannot be controlled by an external controller device. For more information regarding RS-422 serial adapters and the QuickClip software, please view the Drastic website, at www.drastictech.com.

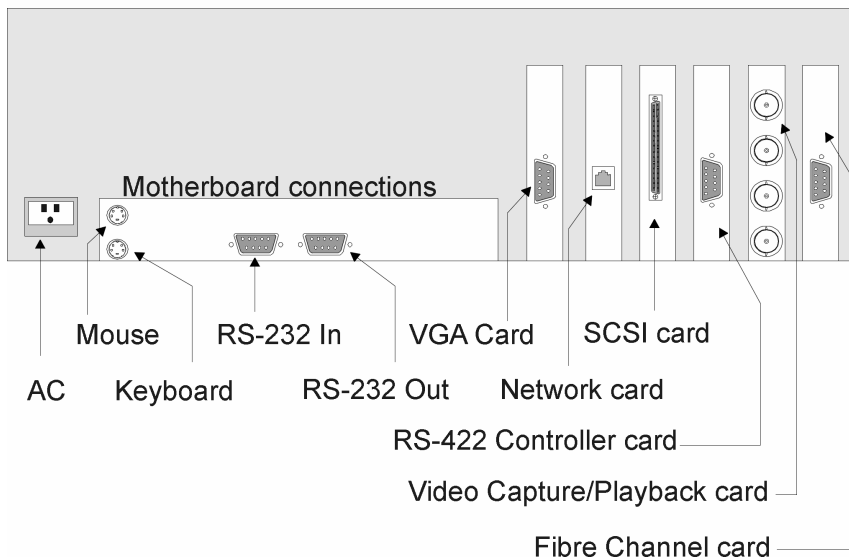
COM2 is setup as a CONTROLLER (control external VTRs). This port should be connected to an external VTR through an RS-232 to RS-422 converter. This allows QuickClip to control a VTR from the graphical user interface, digitize clips and lay clips back out to tape. This connection may use the common ‘port powered’ converters. If the converter works here, it will not work to the other port and vice versa.

Cabling and Genlock

Set up your system as detailed in the preceding part of the manual. You will need to connect the cables. The following connections will need to be addressed (note that some of these functions may be included on the motherboard):

- AC – confirm that you have a dependable power source, and that you have selected the appropriate voltage if your chassis has a selectable voltage switch.
- Mouse and Keyboard
- VGA Monitor
- RS-232 or RS-422 connections and adapters (if present).
- 10/100 BaseT Network connection (to storage network if present)
- SCSI connection (to SCSI storage if present) (this could also be Fibre Channel, depending on your storage requirements)
- Video/audio input/output connections (these will vary depending on the hardware addressed by QuickClip Pro)

Cabling your QuickClip System

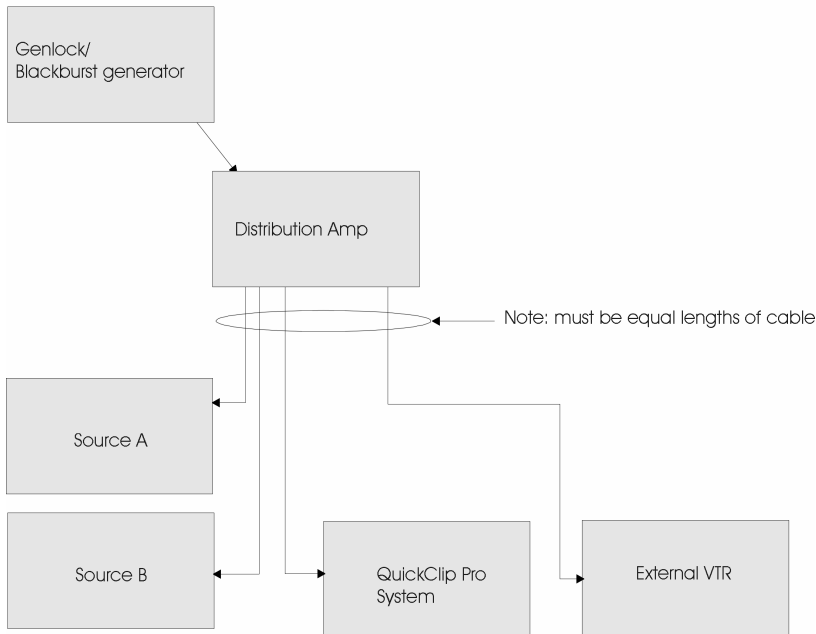


Use the above connection diagram to confirm proper cabling in your unit. There may be other connections not listed, depending on your configuration. There may also be connections shown that your system will not have. This is only a sample.

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Connect the external reference (Genlock) input/loopthrough (this will be one of the connections on your video Capture/Playback Device) to an external reference source. (See diagram below)

Genlock Connection Diagram



Note that in the above diagram, the genlock signal is sent to a distribution amp prior to distribution among the video equipment that needs to be genlocked. Also, the cables connecting the distribution amp to the equipment should be matched both in quality and length. This ensures that the genlock reference signal arrives at the same time and at the same strength for all attached units.

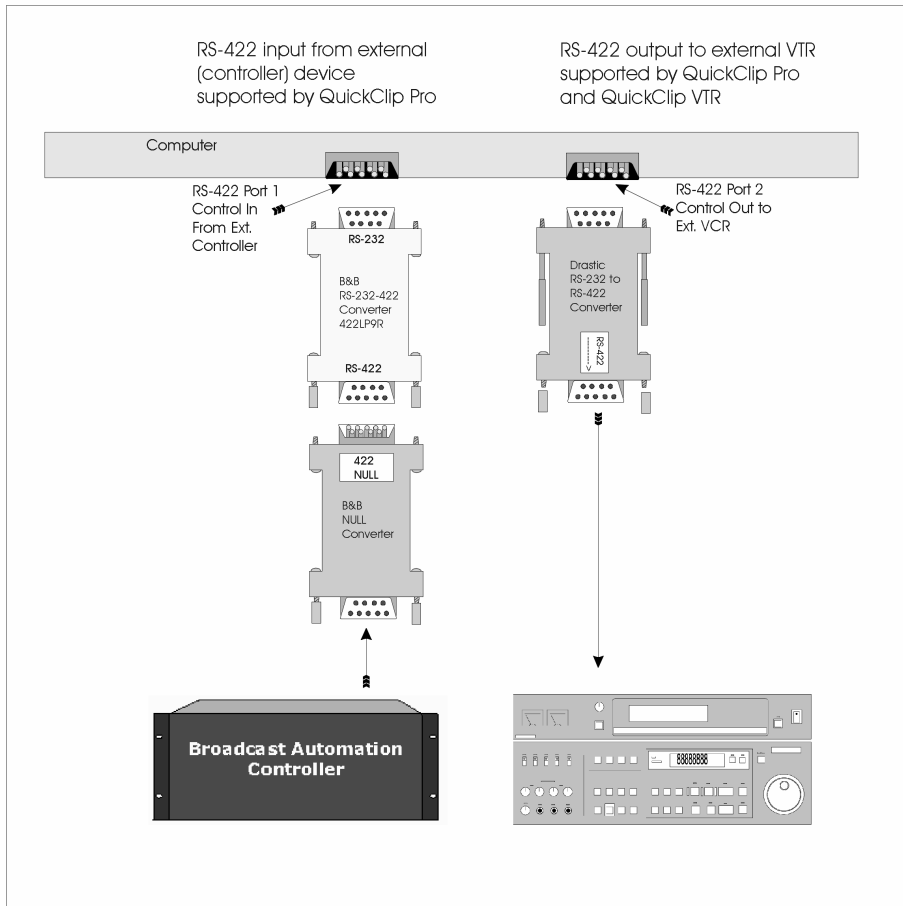
It is possible (but not recommended) to connect one genlock to the first unit, then take the loopthrough out of that genlock signal to the next unit and so on. There are two reasons that we do not recommend one long genlock chain. First, in situations where frame accuracy is necessary, it is possible that a series of units synchronized with looped genlocked signals would experience a timing inaccuracy toward the end of the chain as each link of the genlock chain introduces a small increment of delay.

It is easier to troubleshoot genlock problems if the user does not have to take apart the whole chain to look at a problem with one unit.

Setting Up External Device Control

QuickClip Pro uses the (2) RS-232 serial control ports on the motherboard to control external devices. Using hardware adapters, the RS-232 signal is converted to an RS-422 signal. See the below diagram:

RS-232 to RS-422 Adapters



This provides two control channels, one for CONTROLLER mode (for external pull-ins) and the other for DEVICE mode (playback via external controller device).

Here is how to proceed:

- Basic setup: properly installed, configured and licensed workstation with keyboard, mouse, VGA and audio/video monitors.

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- Connect the B&B Beige Adapter + Null Adapter to the first **RS-422** 9-pin connector on the motherboard. Connect a Serial control cable between the B&B Beige Adapter + Null Adapter combination, and the 9-pin remote port on the external controller device.
- Connect the Drastic RS-232 to RS-422 adapter to the second **RS-232** 9-pin connector on the motherboard. The end of the adapter labeled **RS-232** is to be attached to the connection on the motherboard. It is common for the allocation of priority of COM ports to vary between manufacturers, so if one configuration fails, try switching the ports.
- Connect a Serial control cable between the Drastic adapter, and the 9-pin remote port on the VTR. Confirm that the VTR is set to accept serial control (slave mode).
- Open **LocalConfig**. Note that QuickClip Pro must be closed before you open LocalConfig or no settings changed in LocalConfig will be saved.
- Confirm that the checkbox for **Serial Control** in the **GlobalConfig** section has been selected, or checked. Note that some of these options will already have been selected by default.
- Confirm that the checkbox for **VTR Control** in the **GlobalConfig** section has been selected, or checked. Note that some of these options will already have been selected by default.
- The COM ports can be assigned to external device control or serial control, as the user decides. In a system having a single channel video board for example, the user would want one channel of control output to control a deck for pull-ins, and one channel of serial control, to accept control from an external device.
- Here is a sample setup: Assign the second available COM port to external control (“**External**” section in LocalConfig). If Ext0 is not present in the “Channel” field, press the “**Add**” button to add it. Then touch the pull-down arrow and select **Ext0**.
- Now touch the pull-down arrow to the right of the “**Port**” window to select **COM 2**.
- The first COM Port should be assigned to Serial Control (**Control** section in LocalConfig). If Ctl0 is not present in the “Channel” field, press the “**Add**” button to add it. Then touch the pull-down arrow and select **Ctl0**.
- Now touch the pull-down arrow to the right of the “**Port**” window to select **COM 1**. This action assigns the COM 1 port to Ctl0, for QuickClip Pro to respond to external controller devices.
- Select the “**Done**” button to set your changes into memory. **LocalConfig** should close and the COM settings will be retained, so if your setup stays the same you will only need to do this once.

You should now have external device and serial control using the RS-232 ports on the motherboard.

QUICKCLIP PRO QUICK START:

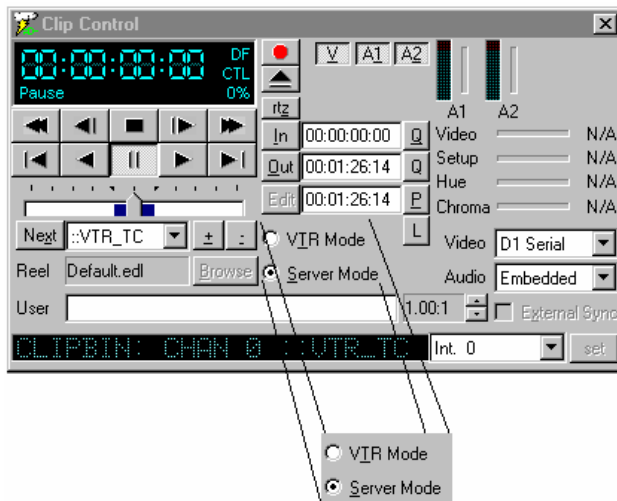
Overview

We strongly recommend that the user read through the entire manual to ensure proper installation, configuration and use of QuickClip Pro. However, we recognize that your time is a precious commodity, so this section allows a quick way to get started using QuickClip Pro.

QuickClip Pro allows the user to control the capture and playback of compatible digital media files (video/audio files) utilizing the video capture/output hardware specified in the requirements section. QuickClip Pro allows serial control input from external controller devices using standard Sony, Louth and Odetics protocols. **Note that if the video hardware QuickClip Pro is installed upon is playback-only, the capture options will be disabled.*

Read This First

QuickClip has two distinct modes of operation. Choosing the correct mode is critical for proper operation. The two modes are 'VTR Mode' and 'Server Mode'. The VTR Mode and Server Mode radio buttons shown below are in the center of the 'Clip Control' windows also shown below.



Clip Control interface with VTR/Server Mode Selection

Server Mode:

In **Server mode**, the user captures and plays back digital media as “clips”. These clips are captured (digitized) and show up as files in the storage/hard drive. The clips are not associated with a particular location in time code space. In fact all clips begin with the time code of 00:00:00:00. Server mode enables the PlayList features, which allows the user to sequence a series of clips for playback and includes several commands to trigger playback and sequencing.

The Server Mode causes the unit to act like a file server. In this mode the unit may be controlled by a Louth or Odetics compatible serial control device as well as the internal clip lists and pull in windows. In Server Mode, each spot is a separate file, or clip, which is accessed using the eight-character name in the clip name column. These names will appear on the controller and may be used individually or in groups to play or transfer the spots to other devices. In this mode, there is no pre or post roll with an individual clip, nor is there any particular time code associated with the clip.

Note that certain controllers do not support clip-based media handling

Serial Protocols Supported: Odetics, Louth, HP

VTR Mode:

In **VTR mode**, the user can capture and play back digital media as a section of “time code space”. Time Code Space appears as a 24-hour long virtual videotape striped with black. The user may capture video from a live input by specifying an “In” and “Out” point for their “recording”. The user may also import EDLs (edit decision lists) to control the capture of material from tape.

Each spot begins at a particular time code as indicated by the time code column. The spot’s position on the tape is followed by the spot’s name, duration and creation time. Each spot appears on the tape as if it was edited on to a pre-blackened tape at that position. This means that between each clip there is black and silence. The pre roll may begin before the spot and end after the spot, just as it would on a standard video tape recorder.

Serial Protocols Supported: Sony VTR, Sony Digital Extension, Panasonic /JVC Extensions

All Modes:

The unit may have the same media available in both VTR and Server Mode. The VTR media is also available on some units as a clip called ::VTR_TC in server mode. Here are some examples of the correct mode for various operations.

QuickClip™

Front panel VTR editing	VTR Mode
RM-450 or equivalent	VTR Mode
Axial Editor	VTR Mode
DNF 2MCE	VTR Mode
DNF ST-300	Server Mode
DNF Button Box	Server Mode
Odetics Roswell (or equiv.)	Server Mode
Louth Automation	Server Mode

- Launch QuickClip Pro. You will see a **Clip Bin** for each channel in your system and the **Clip Control** window.
- Attach a video monitor to the video output of your system.
- Connect the audio output of the system to an audio monitor (if separate).
- Ensure that you have adequate storage for media you wish to capture. If you are unsure as to what your storage requirements might be, contact QuickClip Technical Support for more information.

Video Capture in Server Mode:

- Basic setup: properly installed, configured and licensed workstation with keyboard, mouse, VGA and audio/video monitors, and QuickClip Pro opened and running.
- Check the **Server Mode** button check box if it is not already selected.
- Select a **Channel**. If you have a one channel system, this will be Int. 0. For a system with multiple channels you will need to confirm which channel you want to record upon.
- Connect a live video signal to the selected video input. This video signal can be from tape, from camera, or any other video output device.
- Set the **Video Standard**. In the Clip Control window, above the transport controls, to the right of the time code numbers are the time code type and the video standard. The video standard may be changed by simply clicking on the type (**DF**, **NDF**, etc.) with your mouse. This action cycles through the available time code types. Not all video standards will be available on all models.
- Set the **Time Code Type**. By clicking on the time code type with your mouse, you can cycle through the available time code types and select the correct time code type (**VITC**, **LTC**, **TC**, **CTL** etc.). Not all time code types will be available on all models.
- Confirm that QuickClip Pro is set to the same video/audio type as your source (i.e., component, composite for video, and balanced/AES/EBU/embedded etc. for audio etc.) by selecting the correct type from the pull-down menus on the right side of the **Clip Control** window. Not all video/audio types will be available on all models.
- Press **Stop** to view video/audio throughput (E to E). Adjust your video and audio monitors accordingly.
- Press the **Record** button. A “**New Clip Settings**” dialogue box will come up. You may assign a name to the clip at this time. You can also set a length for the recording. Select the “**Max Length**” checkbox. Type a clip length into the max length box (to the right of the Max Length checkbox) using your keyboard.
- Press Set Name.
- Press **OK**.

Recording will begin and continue until either you press **Stop** (or other transport control buttons), reach the Max length or fill all the available storage. Once the recording has stopped, you should see the clip appear in all of the Clip Bins. If the clip does not appear in the clip bin, press **Stop** to reset the clip list.

Video Capture in VTR Mode:

- Basic setup as before: properly installed, configured and licensed workstation with keyboard, mouse, VGA and audio/video monitors, and QuickClip Pro opened and running.
- On the **Clip Control** interface, check the **VTR Mode** button check box if it is not already checked.
- Open the **VTR Mode TC Edit List** window to view any media you may have recorded into time code space. This is the VTR Mode equivalent of the Clip Bin.
- On the **Clip Control** interface, select a **Channel**. If you have a one channel system, this will be Int. 0. For a system with multiple channels you will need to confirm which channel you want to record upon.
- Connect a live video signal to the video input of your system. This can be from tape, from camera, or any other video output device.
- Set the **Video Standard**. In the Clip Control window, above the transport controls, to the right of the time code numbers are the time code type and the video standard. The video standard may be changed by simply clicking on the type (**DF**, **NDF**, etc.) with your mouse. This action cycles through the available time code types. Not all video standards will be available on all models.
- Set the **Time Code Type**. By clicking on the time code type with your mouse, you can cycle through the available time code types and select the correct time code type (**VITC**, **LTC**, **TC**, **CTL** etc.). Not all time code types will be available on all models.
- Confirm that QuickClip Pro is set to the same video/audio type as your source (i.e., component, composite for video, and balanced/AES/EBU/embedded etc. for audio etc.) by selecting the correct type from the pull-down menus on the right side of the **Clip Control** window. Not all video/audio types will be available on all models.
- Press **Stop** to view video/audio throughput (E to E). Adjust your video and audio monitors accordingly.
- Using the mouse, select the time code value displayed within the “**In**” field on the QuickClip Clip Control interface. Enter a new In Point time code via the keyboard.
- Using the mouse, select the time code value displayed within the “**Out**” field on the QuickClip Clip Control interface. Enter a new Out Point via the keyboard. The duration is automatically calculated and displays in the field below the “Out” point box.
- You have determined where the recording will start and end. Pressing the “**Edit**” button now will begin the recording. Note that if you simply press the “**Record**” button, QuickClip Pro will begin the recording at the indicated time, but will ignore the Out point (whether you have entered one or not), and will continue to record until you press a transport control button (such as Stop) or until you run out of storage.

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Once the recording has stopped, your captured video is now stored on your hard drives and may be accessed for editing/playback purposes. You may also view the material you have recorded in the **VTR Mode TC Edit List**.

External Pull-ins:

This will work in either VTR mode or Server mode. In VTR mode your captured media can be accessed using time code, and in Server mode you will be able to access your media as a clip or series of clips. To perform frame-accurate pull-ins from an external VTR, you must have the External Device Control properly configured. Please refer to the “**Setting Up External Device Control**” section in this manual for more detailed information.

- Basic setup: properly installed, configured and licensed workstation with keyboard, mouse, VGA and audio/video monitors hooked up.
- Open LocalConfig. Note that QuickClip Pro must be closed before you can open LocalConfig. Confirm that the **VTR Control** is checked (in the Global Config Section of the LocalConfig menu).
- The **Edit On** and the **Edit Off** will by default both be set at 6 (frames). You may need to reset this value to implement frame accurate pull-ins using an edit controller. Some edit controllers’ “**Edit On/Edit Off**” are set to 6 (frames) and some are set differently – please refer to the product’s documentation to determine how your controller is set up. Check the **Done** button to close LocalConfig.
- Open **QuickClip Pro**. Note that LocalConfig must be closed before you open QuickClip Pro or no settings will be saved.
- Select a channel. In this case you will need the external channel.
- Set the **Video Standard**. In the Clip Control window, above the transport controls, to the right of the time code numbers are the time code type and the video standard. The video standard may be changed by simply clicking on the type (**DF**, **NDF**, etc.) with your mouse. This action cycles through the available time code types. Not all video standards will be available on all models.
- Set the **Time Code Type**. By clicking on the time code type with your mouse, you can cycle through the available time code types and select the correct time code type (**VITC**, **LTC**, **TC**, **CTL** etc.). Not all time code types will be available on all models.
- Confirm that QuickClip Pro is set to the same video/audio type as your source (i.e., component, D1, composite for video, and balanced, AES/EBU, embedded etc. for audio etc.) by selecting the correct type from the pull-down menus on the right side of the **Clip Control** window. Not all video/audio types will be available on all models.
- Put the source tape into the VTR and switch the VTR to 9-pin remote control mode.
- Connect the video output of the external deck to the video input of your system.

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- Connect an external reference source (Genlock or Blackburst) to the external reference input (**X-REF IN**) of your system and to the external reference input of the VTR. Please see our Cabling and Genlock section for recommendations.
- The transport controls on QuickClip Pro should now operate the VTR. Time Code on the Clip Control window should match the VTR's time code.
- Select **New External Pull-in** from the QuickClip Pro main menu, under **File**.
- You will be prompted to enter a **Reel ID**. QuickClip Pro can be set up to perform a number of Pull-ins from the same tape, and the Reel ID allows the user to reference the tape the video came from. A default Reel ID will be generated by QuickClip Pro, but this can be changed by entering a new ID by keyboard.
- Set the **“head”** and **“tail”**. On the **External Pull-in** Menu, in the field to the right of the word **H/T**, enter the amount of frames your system will record prior to and after the video section you have selected.
- On the **External Pull-in** Menu, in the field to the right of the word **Base**, enter a **“base”** (the prefix attached to your file names).
- On the **External Pull-in** Menu, in the field to the right of the word **Clip**, enter a **“name”** for this pull-in.
- On the **External Pull-in** Menu, in the field under the word **Comment**, enter a **“comment”** for this pull-in.
- Shuttle through the material on the tape using the transport controls located on the External Pull-in Menu, and find a good **“in”** point. Set this as the In point by pressing the **“In”** button.
- Select the **Out** point using the same method. Shuttle through the media to a good Out point and pause. Press the **“Out”** button to set this location as the Out point.
- Press the **Set Clip** button. All of the information is entered into the external Pull-in dialogue box, in the list of Pull-ins at the bottom.
- To perform this as a single external pull-in, select the **“Single”** button.
- Alternately, you may set up more than one external pull-in and perform some or all of them at once. To enter a new Pull-in that doesn't use the same duration, or that begins somewhere other than the Out point of the last Pull-in, select a new time code location into the **“In Point”** field. Enter a new **“Out”** point into the **“Out”** point field.
- Select **“New Clip”**. Your new information is entered as a new external pull-in, and you could enter a number of new pull-ins this way. Note that it is possible to enter an impossible time code into this box. So, if your time code as displayed does not match the time code as you see it, check to see if what you entered is correct and possible.
- You will be prompted to enter information as above into the appropriate fields to define the parameters of each pull-in.
- Select **All** to perform all of the Pull-ins you have set up.
- Alternately, if you have set up several external pull-ins and you only want to perform some of them, select the clips you want to perform by holding down the control key and selecting each desired clip with your mouse. Press the **“Selection”** button to perform your selected clips.

Video Playback:

QuickClip Pro allows the user to control the playback of compatible digital media files (video/audio files) utilizing the video capture/output hardware specified in the requirements section.

In **VTR mode**, the user can play digital media as a section of “time code space”. Time Code Space appears as a 24-hour long virtual videotape striped with black. The user may start playback anywhere within the time code space, and end anywhere. Material recorded in Server mode, as “clips”, may be added to time code space within QuickClip Pro. The advantage of non-linear access means the user does not have to seek through this “tape”, but can simply enter time code into the interface and play from that point.

In **Server mode**, the user captures and plays back digital media as “clips”, either singly or in a PlayList. Multiple PlayLists may be constructed and saved, and the user may construct and save multiple PlayLists without duplicating media. Material recorded in VTR mode can be opened and added to a clip bin/play list.

QuickClip Pro features frame-accurate “pull-ins” (Capture of digital media via a time code-based list) using RS-422 external device control. Standard Sony, Louth and Odetics protocol sets are supported. EDL support includes Avid Log, GVG, Dvision, CMX, Sony and Drastic EDL types. QuickClip Pro also accepts standard Sony, Louth and Odetics serial protocol, allowing control of the QuickClip Pro system by an external controller device.

Video Playback in Server Mode:

- Basic setup: properly installed, configured and licensed workstation with keyboard, mouse, VGA and audio/video monitors, and QuickClip Pro opened and running.
- Check the **Server Mode** button check box on the **Clip Control** window.
- Select the appropriate channel on the Clip Control interface (lower right hand corner) for playback.
- If there are clips in the Clip Bin, confirm that **AutoLoad** is checked, and select one clip with your mouse. The first frame of this clip should be displayed in your monitor. Pressing **Play** in the Clip Control window will play the clip on the selected channel. Confirm that you have Play capabilities.
- If you wish to play a clip that does not appear in the clip bin, you can browse through your attached or internal storage and add it to the clip bin. Press the **±** button (just under the transport controls in the **Clip Control** window) to enter the Open dialogue box. Once you find a clip, select it and press **Open**, this clip will be added to your clip bin and will be available for playback.
- QuickClip Pro features a PlayList to allow the user to sequence a number of clips for playback. Select **New PlayList** from the main menu, under **File**.
- This will bring up the New PlayList window. Select an output channel for the PlayList.
- If the clips you wish to add to your PlayList are in the Clip Bin, simply **drag and drop** them into the PlayList using your mouse. Alternately, the user may **copy and paste** the clip(s) into the PlayList using standard Windows copy and paste commands, either through the keyboard, or right-clicking with the mouse on the clip and selecting the appropriate commands.
- If the clips you wish to add to your PlayList are not in the Clip Bin, you may add them as above, using the **Open** dialogue box.
- When the PlayList is complete, select the first clip and press **Break**. This will verify the clips and cue playback of the entire PlayList.
- Press **Play** to begin playback of the PlayList. The PlayList should play from start to finish, depending on the commands entered, and pause on the last frame of the last clip.
- Press **Save As** to save this PlayList. Multiple PlayLists may be constructed and saved, using the same clips without duplicating media.

Video Playback in VTR mode:

- Basic setup: properly installed, configured and licensed workstation with keyboard, mouse, VGA and audio/video monitors, and QuickClip Pro opened and running.
- Check the **VTR Mode** button check box on the Clip Control window.
- Press **play**. Your video will now play from 00:00:00:00 all the way through its 24-hour virtual time code space. (If you have not recorded or added any media into your time code space, your output should be 24 hours of black with no sound.)
- If you need to be more specific about the video you wish to output, you can either enter a time code location or seek for media. To **enter** a time code location, select the time code in the box next to the “In” on the Clip Control interface. Enter a time code location using your keyboard. Press the “In” button. The frame you have specified as an In point will now be displayed in your output monitor. Enter a time code location in the “Out” field. Pressing the “P” button (preview) will play this section of media.
- To add media to your time code space and make it available for playback: Select the **Add** button. This will open a browser, and you can navigate through your storage to find the digital media files you need to play. (This assumes of course that you have media previously captured/digitized and stored on drives on a network, available to your system.) Once you have found the media you wish to add, select the file with your mouse and press the **Open** button.
- This will bring up the **Add to Time Code Space** dialogue box. Select the time code location located to the right of the **Timecode Location\Start** box and enter the point at which you would like the media to begin at (by time code, using the HH:MM:SS:FF format).
- Select the **Add** button to enter the media into your time code space.

The QuickClip Pro Tutorial

In this section, we take you through a tutorial of the QuickClip Pro Software.

Following the detailed instructions, you will learn how to do the following:

Server Mode Operations

- **Record Clips**
- **Add Clips**
- **Edit Clips**
- **Create and Use a PlayList**
- **Control an External Deck**
- **Accept Serial Control**

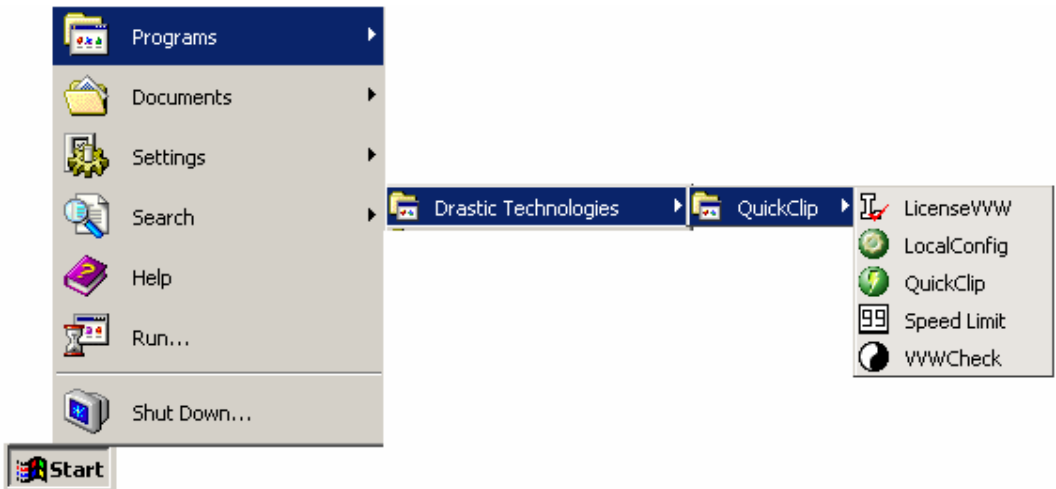
VTR Mode Operations

- **Record Digital Media**
- **Add Clips**
- **Remove Media From Time Code Space**
- **Using VTR Media In Server Mode**
- **Control an External Deck**
- **Accept Serial Control**

Open QuickClip Pro



To accomplish this you may double-click on the QuickClip Pro *icon* on your desktop as above, or...



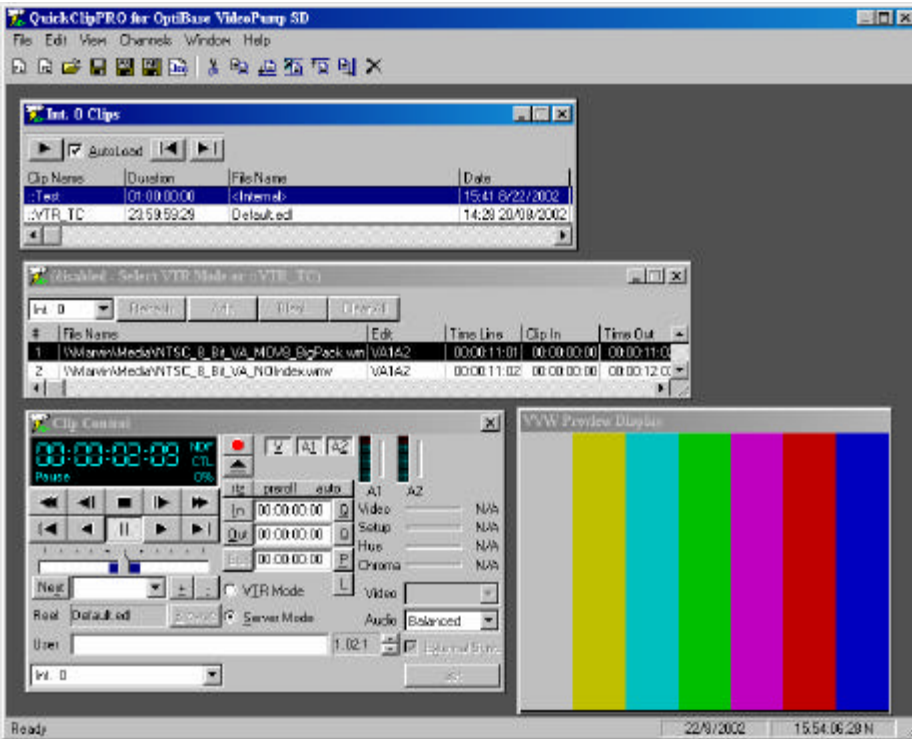
...through the **Start menu**, in Programs, inside the **Drastic Technologies Folder**, inside the **QuickClip folder**, select the **QuickClip** option.

This will open QuickClip Pro software. In the following diagram, the QuickClip Pro graphical user interface is opened, and two windows are open within it: the **Clip Control** window and the **Clip Bin** window.

The Clip Control window is the engine of the QuickClip Pro's functionality. Load and record *Clips* and construct *PlayLists* (in Server mode), load and record media in time code space (in VTR mode), adjust the video settings or I/O type, as well as a number of other useful functions. **Note that all features are not present in all hardware.*

The user will see one Clip Bin per video channel, depending on which version of QuickClip Pro they have. In server mode, Clip Bins display the clips available for playback/editing. In VTR mode, the clip bins are inactive. The user may view media recorded into time code space (VTR Mode) using the **VTR Mode TC Edit List** window.

The QuickClip Pro Interface



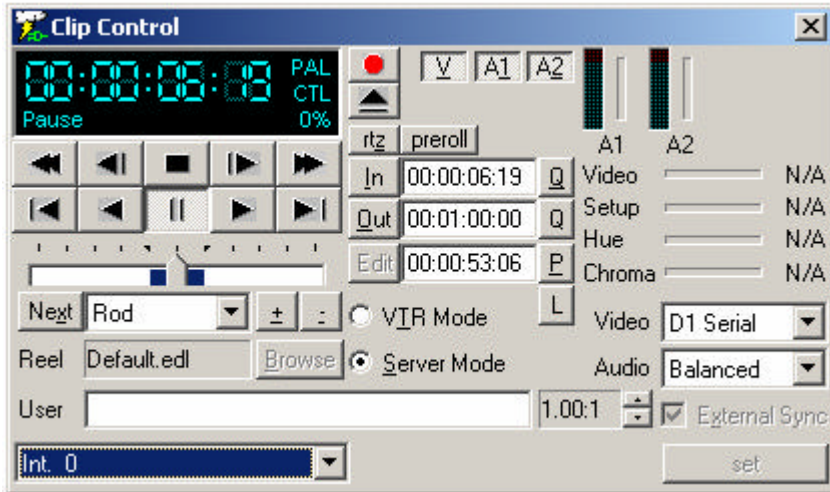
In the above diagram, we see the QuickClip Interface. The following windows are opened: The **VGA Preview** window, the **VTR TC Edit** list, the **Clip Control** and the **Clip Bins**.

QuickClip will enable one clip bin for every channel of output available. **Clip Bins** contain the captured video, and display the media in Server mode. Note that in this example the user sees an internal Clip Bin (Int.0) and the **VTR Mode TC Edit List** window. In Server mode, the **Clip Bin** is enabled and the **VTR Mode TC Edit List** is disabled. In VTR Mode, the opposite is true.

The **VGA Preview** screen is available for certain versions of QuickClip Pro. It allows the user to see the clips and preview the edits without a video monitor. In some versions of QuickClip Pro the user may select the **VGA Preview** in the main menu, under **Window**. In some versions the user will automatically see the VGA Preview if there is no output hardware. In other versions the hardware uses its own preview display and the VGA Preview will not be available.

Video Capture

Server Mode



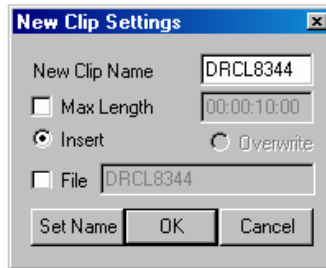
The Clip Control window.

To demonstrate capture functions in Server mode, you will record a *Clip*.

- Check the button titled “**Server Mode**” from the Clip Control window.
- Confirm that you have a live video signal (either from tape or camera) connected to the video input of the system.
- With the unit in stop and your video source active, you should see pass-through video on this monitor. Pass-through audio should be present as well. Make sure all your video and audio monitors are adjusted properly.
- **Select a Channel** Confirm that QuickClip Pro is set to the Int. 0 channel. The channel dropdown menu is located on the bottom left of the Clip Control interface.
- **Select the Video Input type** Select from the video input type pull-down list. Confirm that this type matches the actual live input you have connected to the unit. If this is not selectable, your system may not possess the capability to record this type of video.
- **Select the Audio Input Type** Select from the audio input type pull-down list.

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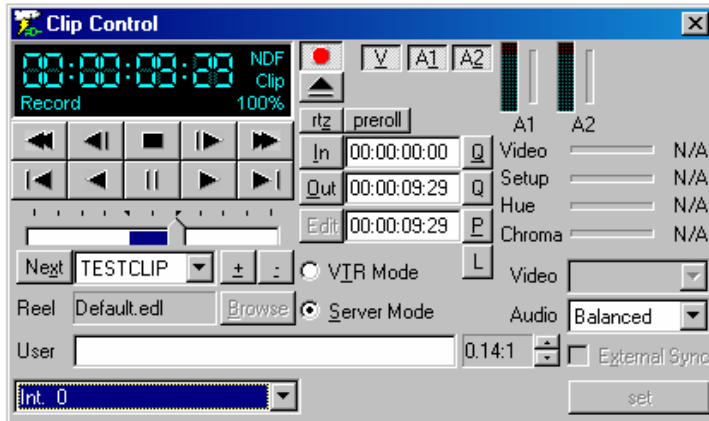
- **Click on the Record button** At the top center of the Clip Control window, select the Record button. Pressing this brings up the New Clip Settings window, as below.



- **Assign a name** At this point, you may assign a name to the clip to be recorded. Note that QuickClip offers a default clip name based on a DRCL prefix and a number. If you select the entire default clip name with your mouse, you can enter a new name for the clip using your keyboard. Please note that the length of the name is restricted to eight characters at this time to retain compatibility with certain automation controllers. For this exercise, enter the name TESTCLIP.
- **Max Length** Then select the Max (maximum) Length box and enter a time of 00:02:00:00, or two minutes for the length. Note that the format for time code is (HH:MM:SS:FF) (Hours/Minutes/Seconds/Frames).
- **File** If you want to have a file name which is different from the clip name, you may select the **File** checkbox. This would allow you to enter a file name using your keyboard either which is longer than eight characters or which helps you to reference your project in some strategic way.
- **Set Name** Pressing Set Name sets these details into a memory buffer, so that recording may begin immediately upon pressing the **OK** button.

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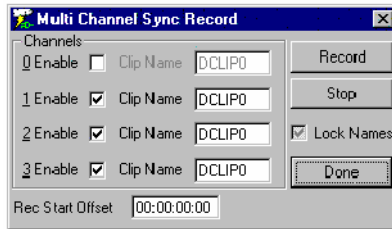
- **Press OK** When you press the **OK** button, recording begins immediately and will record for the duration specified in the Max Length field. If you have not selected the Max Length, QuickClip Pro will begin recording and continue until you press the **Stop** button (or any other button on the Clip Control interface), or until you use up all the available storage.



In the above diagram, QuickClip Pro is in the process of recording your clip, TESTCLIP. The “**Record**” button is pressed down, and your clip name appears in the **Current Clip** window (to the right of the “**Next**” window).

- **Press Stop** When the recording ends, pressing Stop will refresh the screen and your clip will appear in the Clip Bins. You can now play this clip out to any available channel featured on your system. Congratulations! You have just recorded a Clip.

Multi Channel Sync Record



Sync Record This allows the user to synchronize the “Start Record” of more than one available channel. Selecting the Sync Record button opens the above window:

Depending on the hardware/software package you have assembled, you may have multi-channel capabilities. If it is necessary for you to record more than one channel at a time, the multi-channel sync record allows you to synchronize the record start of these incoming channels.

Note that in this instance there are four channels listed, and three are checked. In this application, the user has three cameras hooked up to the appropriate inputs on their system. Entering “DCLIP0” into the first field copies this name to all three incoming signals and applies the channel assignments to the three separate clips.

All three channels start recording at the same time. The "**Lock Names**" selector box attaches the same prefix to all three recorded clips, adding (in this case a 1, 2 and 3) to the end so as to identify the channel the clip was recorded on.

A **Record Offset** may be specified to allow the user to match the displayed time code of the clips during the record to for example, the house clock time, which might come in handy in an instant replay situation. The clips as saved by the unit however, will not retain this time code, as all “clips” recorded by QuickClip Pro start at 00:00:00:00.

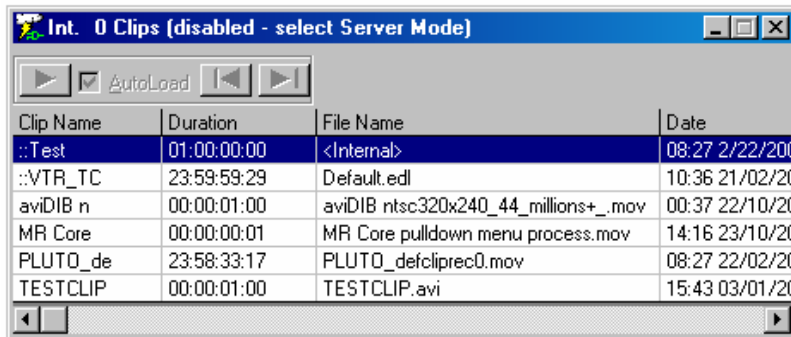
VTR Mode

To demonstrate capture functions in VTR mode, you will record media into *time code space*.

- Check the “**VTR Mode**” button in the Clip Control window.

In VTR mode, QuickClip Pro utilizes time code space to handle media. In time code space, there are no clips. Therefore there are no Clip Bins or PlayLists.

If you want to look at it another way, in time code space what you have is one huge Playlist which begins at 00:00:00:00 and ends at 24 hours minus one frame (this figure is different in PAL and NTSC). Alternately, the user may visualize this as a 24-hour virtual “videotape”, “striped with black”, allowing the user to perform insert editing (video-only or audio-only recordings, or adding video for example to an audio-only track etc.).



Clip Name	Duration	File Name	Date
::Test	01:00:00:00	<Internal>	08:27 2/22/200
::VTR_TC	23:59:59:29	Default.edl	10:36 21/02/20
aviDIB n	00:00:01:00	aviDIB ntsc320x240_44_millions+_mov	00:37 22/10/20
MR Core	00:00:00:01	MR Core pulldown menu process.mov	14:16 23/10/20
PLUTO_de	23:58:33:17	PLUTO_defcliprec0.mov	08:27 22/02/20
TESTCLIP	00:00:01:00	TESTCLIP.avi	15:43 03/01/20

In VTR mode the Clip Bins are disabled, and its transport controls are not selectable.

Pay attention to the channel assignation. Keep in mind that it is possible to have a two-channel system where one channel is in Server mode and one is in VTR Mode. Also, you may have recorded media on one channel which is not displayed when you have selected another channel.

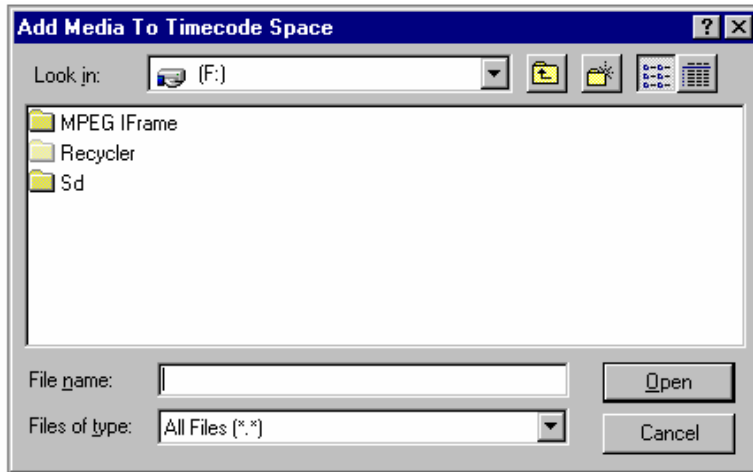
- Confirm that you have a live video signal (either from tape or camera) connected to the video input of the system.
- With the unit in stop and your video source active, you should see pass-through video on this monitor. Pass-through audio should be present as well. Make sure all your video and audio monitors are adjusted properly.

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- **Select a Channel** Confirm that QuickClip Pro is set to the Int. 0 channel. The channel dropdown menu is located on the bottom left of the Clip Control interface.
- **Set the Video Standard.** In the Clip Control window, above the transport controls, to the right of the time code numbers are the time code type and the video standard. The video standard may be changed by simply clicking on the type (**DF**, **NDF**, etc.) with your mouse. This action cycles through the available time code types. Not all video standards will be available on all models.
- **Set the Time Code Type.** By clicking on the time code type with your mouse, you can cycle through the available time code types and select the correct time code type (**VITC**, **LTC**, **TC**, **CTL** etc.). Not all time code types will be available on all models.
- **Select the Video Input type** Select from the video input type pull-down list. Confirm that this type matches the actual live input you have connected to the unit. If this is not selectable, your system may not possess the capability to record this type of video.
- **Select the Audio Input Type** Select from the audio input type pull-down list.
- **Enter an In Point** Note that there is no Clip Settings dialogue box in VTR mode. You do all your editing on the Clip Control interface. Select the time code to the right of the In button. Enter the time code location you want your video to start at. Press the Q next to the window. Press the In button. This will set the location you have entered as the start point of your edit.
- **Enter an Out Point** Select the time code to the right of the Out button. Enter the time code location you want your video to start at. Press the Q next to the window. Press the Out button. This will set the location you have entered as the finish point of your edit.
- **Perform the Edit** Select the **Edit** button to perform the edit. Note that in VTR mode, Edit will perform the edit as selected, but the **Record** button functions as a crash record. That is, it will not look for an Out point, but rather keep recording until interrupted (by an event such as running out of storage or the stop button being pressed).

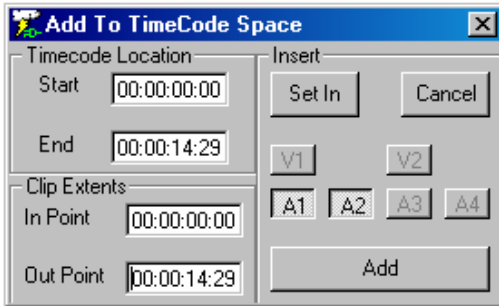
Add Media to Time Code Space

To add media to time code space, press the “**Add**” button. The below screen will appear. The user may then select any recorded file(s), whether recorded in VTR Mode or Server mode. In this way, material gathered as Clips may be inserted into Time Code Space as necessary.



Navigate through the internal drive, attached storage or storage on a network to find the media you need to add. Once you have found the material, either double click to add the media or select the **Open** button.

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This will open the above “**Add to TimeCode Space**” dialogue box. The clip particulars will be displayed under the Clip Extents section. The user may add either audio or video or both audio and video to this time code space. The above parameters would place the selected media at the in point of 00:00:00:00. Also, as the V1 and V2 buttons are both deselected, the above setting would simply add audio to the time code space selected, whether or not video is present at that location. If audio was already present at that location, it will be replaced by the new audio.

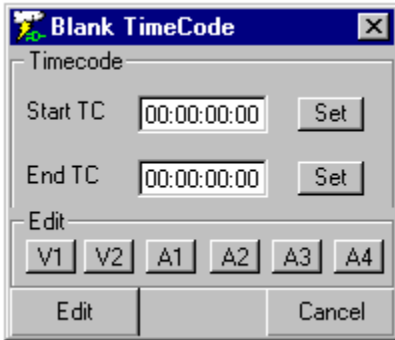
The Start time code Location defaults to your current location in time code space. If you want to add the media you have selected to an In point other than 00:00:00:00, you must change the time code location Start point. Browse through your media using the Clip Control transport controls. Find a location in time code space you want to add your media to. Press **Set In**. This will update your **Start In** location of the current time code location on the **Add to TimeCode Space** dialogue box.

You may also enter the **Start** point via the keyboard. Select the time code in the **Start** field with your mouse. Enter a new time code location using your keyboard.

Pressing **Add** would enter this media into time code space as defined by your selections.

Clear Media from Time Code Space

If you need to clear a section of media from Time Code Space, press the “**Blank**” button.



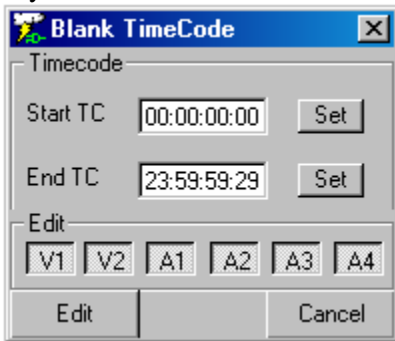
The above screen will appear and the user will be able to easily clear a section of Time Code Space for recording. If the user has a section of video where the audio needs to be replaced, they may use this screen to remove the audio tracks only.

Press the **V1** or **V2** buttons. These can be selected or deselected based on the needs of the user. Deselect the V1 and V2 buttons and enter the time code values for In and Out points of the section. Leave the audio buttons selected. Press the “**Edit**” button.

The audio residing on this section of Time Code Space would then be “*blanked*”. This would leave a video-only section of time code space into which audio could be inserted as needed.

Blank Time Code Space

If you need to clear all of the media from Time Code Space, press the “**Clear**” button.



The “**Blank TimeCode**” screen will appear as above. This is the same as the Blank TimeCode detailed in the Blank TimeCode Space section, but with the End TC set at 24 hours minus one frame, the end of time code space.

The default setting allows the user to clear all the media from their time code space. All of the video and audio buttons are selected, and the time code section selected for “clearing” begins at 00:00:00:00, and ends at 24 hours minus one frame. Press the **Edit** button to perform this action.

If you for example want to clear all of the audio from time code space and leave the video intact, de-select the video buttons and leave the audio buttons selected. Press the **Edit** button to perform his action.

External Serial Device Control

With QuickClip Pro, you can control the actions of a supported VTR to perform frame-accurate pull-ins of video from an external deck.

An external pull-in is basically taking source material from an external VTR according to the time code, allowing for frame-accurate capture of media. This avoids the recording of extraneous media, and saves space on your storage. Note that not all VTRs are capable of frame-accurate responses.

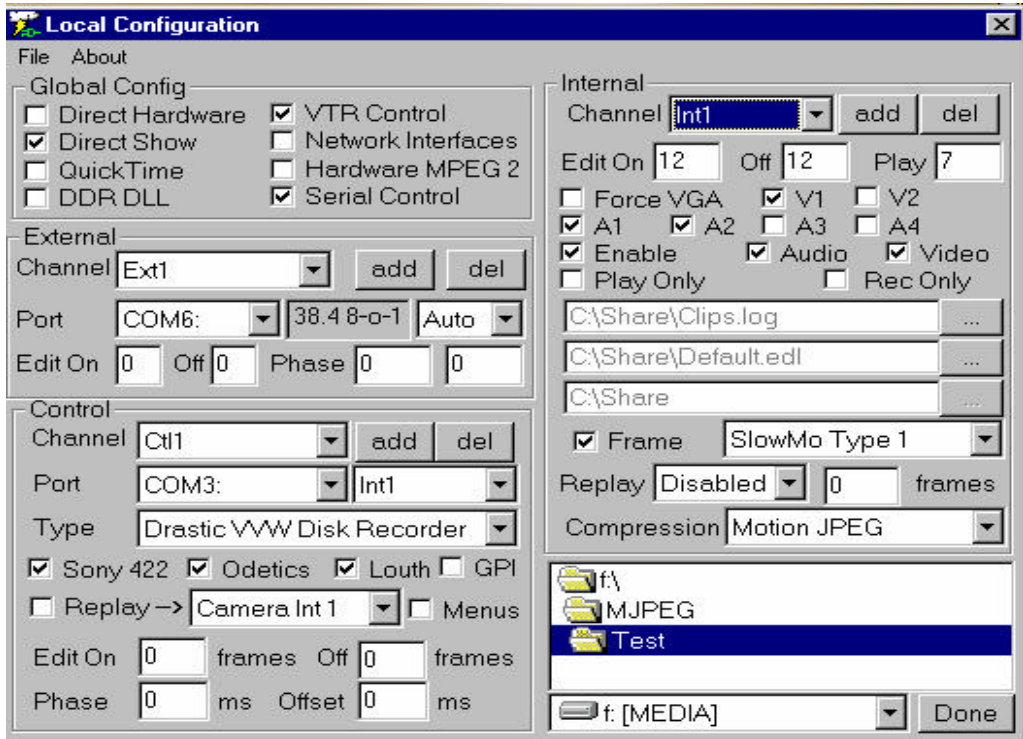
This will work in either VTR mode or Server mode. In VTR mode your captured media can be accessed using time code, and in Server mode you will be able to access your media as a clip or series of clips. To perform frame-accurate pull-ins from an external VTR, you must have the External Device Control set up, and all devices involved in the pull-in must be properly synchronized to the same sync source. (For a more detailed look at setting up serial device control, see page 15 in this manual)

The following parameters must be addressed:

- **Basic setup:** properly installed, configured and licensed workstation with keyboard, mouse, VGA and audio/video monitors hooked up.
- **Confirm** that QuickClip Pro is closed, and open the LocalConfig program.
- **Connect** the B&B Beige Adapter + Null Adapter to the first **RS-422** 9-pin connector on the motherboard. Connect a Serial control cable between the B&B Beige Adapter + Null Adapter combination, and the 9-pin remote port on the external controller device.
- **Connect** the Drastic RS-232 to RS-422 adapter to the second **RS-232** 9-pin connector on the motherboard. The end of the adapter labeled **RS-232** is to be attached to the connection on the motherboard. It is common for the allocation of priority of COM ports to vary between manufacturers, so if one configuration fails, try switching the ports.
- **Connect** a Serial control cable between the Drastic adapter, and the 9-pin remote port on the VTR. Confirm that the VTR is set to accept serial control (slave mode).
- Confirm that the deck has a dependable source tape loaded and that the deck is powered up and functioning properly.

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Confirm that **QuickClip Pro** is closed. Open the **Local Config** section of the software. This should be available in the Start Menu, under Programs, in Drastic Technologies.



LocalConfig Menu

- Check the **Serial Control** in the Global Config section
- Check the **VTR Control** in the Global Config section
- Set the **Edit On** to 0.
- Set the **Edit Off** to 0.
- The COM ports can be assigned to external device control or serial control, as the user decides. In a system having a single channel video board for example, the user would want one channel of control output to control a deck for pull-ins, and one channel of serial control, to accept control from an external device.
- Here is a sample setup: The first COM Port should be assigned to Serial Control (**Control** section in LocalConfig). If **Ctl1** is not present in the “Channel” field,

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press the “**Add**” button to add it. Confirm that Ctl1 is selected in the Channel field.

- Now touch the pull-down arrow to the right of the “**Port**” window to select **COM 1**. This action assigns the COM 1 port to Ctl 1, for QuickClip Pro to respond to external controller devices.
- Assign the second available COM port to external serial device control (“**External**” section in LocalConfig). If **Ext0** is not present in the “Channel” field, press the “**Add**” button to add it. Confirm that Ext 0 is selected in the Channel field.
- Now touch the pull-down arrow to the right of the “**Port**” window to select **COM 2**.
- Select the “**Done**” button to set your changes into memory. **LocalConfig** should close and the COM settings will be retained, so if your setup stays the same you will only need to do this once.

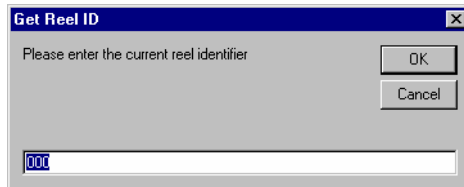
You should now have external device control using the RS-232 ports on the motherboard.

External Pull-Ins

The VTR and your system will be set up as above in External Serial Device Control.

- Close **LocalConfig** and open **QuickClip Pro**. Note that LocalConfig must be closed before you open QuickClip Pro or no settings will be saved.
- Select a channel. In this case you will need the external channel.
- Set the **Video Standard**. In the Clip Control window, above the transport controls, to the right of the time code numbers are the time code type and the video standard. The video standard may be changed by simply clicking on the type (**DF**, **NDF**, etc.) with your mouse. This action cycles through the available time code types. Not all video standards will be available on all models.
- Set the **Time Code Type**. By clicking on the time code type with your mouse, you can cycle through the available time code types and select the correct time code type (**VITC**, **LTC**, **TC**, **CTL** etc.). Not all time code types will be available on all models.
- Confirm that QuickClip Pro is set to the same video/audio type as your source (i.e., component, D1, composite for video, and balanced, AES/EBU, embedded etc. for audio etc.) by selecting the correct type from the pull-down menus on the right side of the **Clip Control** window. Not all video/audio types will be available on all models.

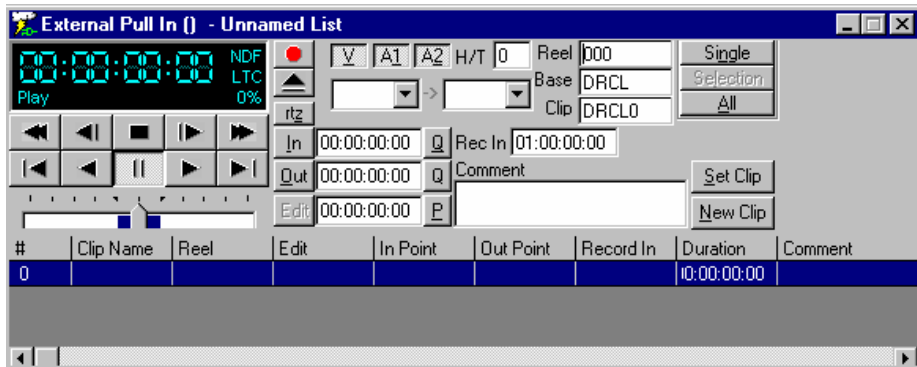
Select New External Pull-in from the File Menu, under New. The following menu will display:



You will be prompted to enter a Reel ID. QuickClip can set up a number of external pull-ins and perform them one after another, referencing them all to a **Reel ID**. The user might enter the reference information from the tape source they are pulling from. They might also enter a project name and date for the Reel ID. Pressing the OK button will reveal the External Pull-In Menu.

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- Confirm that the Time Code Type matches the Control Type found on the QuickClip Clip control Menu. This can be found to the right of the time code, in the Time Code window of the External Pull-In Menu. It is the top of the three fields here, represented in the below diagram by the NDF (non-drop frame).



- Select the control type **CTL**, just under the time code type.
- Set the “**head**” (the amount of frames your system will record prior to the In point you have chosen) to 0. If you don’t need absolute frame accuracy and want to be sure you have a little extra recorded before the In point, you can enter a reasonable number of frames extra.
- Set the “**tail**” (the amount of frames your system will record after the Out point you have chosen) to 0. Again, you may want to add frames after the Out point by entering a number of frames here. Note that you might just set the “head” and “tail” to 0 and set your In and Out points to reflect a safe buffer zone of extra recorded frames.
- Enter a **Base** (the prefix attached to the clip name). This will be supplied automatically, but you may wish to see something other than the default clip names for your own reference.
- Enter a **Clip Name** if your wish.
- Enter a **Comment** for the clip. This does not affect anything else, but it may help you keep track of which shot is which and will appear on the clip field of the External Pull-in interface and in the clip field within the Clip Bin.
- Shuttle through the VTR’s source material using the transport controls on the External Pull-In interface until you have a good idea what you would like to

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record by time code. Find a good In point and press **In**. Note that the In time code field immediately updates to display your present location.

- Shuttle forward and find a good Out point. Set this point by pressing the **Out** button.
- Press the **Set Clip** button. This will set the information you have entered memory.
- Once you are satisfied with the material you have selected, simply press the **Single** button. (Perform the first pull-in or the only one if you have entered only one pull-in into your list) Alternately, select **All** (perform all pull-ins in the list if you have entered more than one pull-in and wish them to begin recording at this time) to finish the pull-ins you have defined. Note that you may select certain pull-ins from the list with your mouse and keyboard and press the “Selected” button to perform more than one pull-in, but not the whole list.
- Your system will begin a record of the VTR’s source material. It will pre-roll, then advance in lock step with the VTR and begin its recording.
- Upon completion of the media capture, the VTR will complete its post-roll and pause there.

You should then see a new clip appear in the clip bin. You may rename or trim this clip as necessary using QuickClip Pro’s clip edit functions.

Capture via EDL

QuickClip Pro allows the user to import media from specific industry standard equipment via an EDL (Edit Decision List). Supported EDLs include:

Avid Log
CMX 34xx
Sony 8/9x00
GVG 1-2.4
GVG 2.4+
DVision
Drastic EDL
Drastic LOG

An EDL is a very simple file type that contains information regarding digital media that can be addressed via time code. Typically this information includes the In point and Out point for a number of edits, as well as information about each edited segment (name, length etc.). This information is set up according to a specific order, and this order varies among EDL types.

Drastic has implemented compatibility with the above EDL types, which comprise a large majority of the EDLs we typically encounter. If your EDL type is not listed, you may still wish to contact QuickClip Technical Support to confirm compatibility.

Capture via EDL tutorial

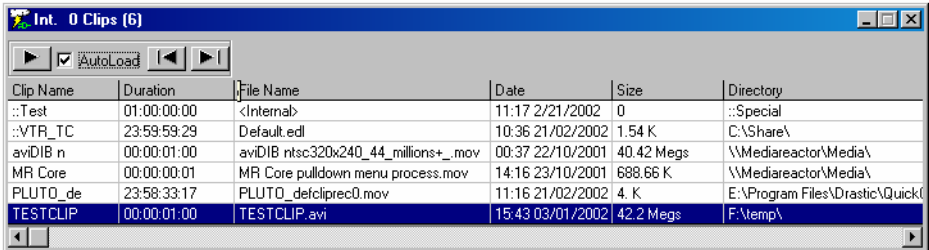
- Assume that we are going to use a system that accepts the Avid Log EDL structure. Confirm that this system is powered up and in the correct mode to perform as the source machine in an external pull-in application. Attach the video output of the source machine to your system.
- QuickClip Pro may be in either VTR or Server mode for this operation. Select between these options in the QuickClip Clip Control interface.
- With the unit in stop and your video source active, you should see pass-through video on this monitor. Pass-through audio should be present as well. Make sure all your video and audio monitors are adjusted properly.
- **Select a Channel** Confirm that QuickClip Pro is set to the Int. 0 channel. The channel dropdown menu is located on the bottom left of the Clip Control interface.

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- **Select the Video Input type** Select from the video input type pull-down list on the Clip Control interface. Confirm that this type matches the actual live input you have connected to the unit. If this is not selectable, your hardware may not possess the capability to record this type of video.
- **Select the Audio Input Type** Select from the audio input type pull-down list on the Clip Control interface.
- **Open your EDL** Go to the **Main Menus**, under **File**, select **Open Specific List**. This opens up a dialogue box wherein the user can browse to select the EDL they need. Open the EDL. This EDL opens in a dialogue box which is essentially the Drastic External Pull-in menu. The various In/Out points, comments etc. from the EDL should now be displayed in the Drastic External Pull-in Menu. The time code as displayed on the Clip Control interface should now match the time code on the source deck.
- **Select Edit** Once the EDL has been opened up, QuickClip Pro will be able to perform the edit by selecting the **Edit** button. This will function in a similar function to the External Pull-in list (which is a form of EDL).
- **Adjust the EDL** The user may adjust any of the parameters of the EDL, such as In/Out points, comments etc. if they wish. It is more common that the EDL has been correctly set up and can simply be opened and performed as above.
- **Press Edit** Once you have set everything up and you are ready to perform the capture you have set up, press the **Edit** button.

Note that the **Record** button will not perform the capture you have set up. It will instruct the VTR to begin recording, potentially deleting the media you are attempting to capture.

Video Playback Server Mode



Clip Name	Duration	File Name	Date	Size	Directory
::Test	01:00:00:00	<Internal>	11:17 2/21/2002	0	::Special
::VTR_TC	23:59:59:29	Default.edl	10:36 21/02/2002	1.54 K	C:\Share\
aviDIB n	00:00:01:00	aviDIB ntsc320x240_44_millions+_mov	00:37 22/10/2001	40.42 Megs	\\Mediareactor\Media\
MR Core	00:00:00:01	MR Core pulldown menu process.mov	14:16 23/10/2001	688.66 K	\\Mediareactor\Media\
PLUTO_de	23:58:33:17	PLUTO_defcliprec0.mov	11:16 21/02/2002	4. K	E:\Program Files\Drastic\QuickC
TESTCLIP	00:00:01:00	TESTCLIP.avi	15:43 03/01/2002	42.2 Megs	F:\Temp\

- **Check Server Mode** This will activate the Clip Bin(s). If you do not see the clip bin you need, you may be able to open it using QuickClip Pro's main menus, under Channels.
- **Load the Clip** Confirm that the AutoLoad is checked in the Clip Bin. If the clip you have just recorded is not in the Clip Bin, remember to press the "Stop" button on the Clip Control interface. Also, you can add a clip from your storage to your clip bin if you want to play media not shown in the Clip Bin. (Select the + button from the clip control interface and browse for your files)
- **Select** the clip TESTCLIP from the Clip Bin by clicking the mouse on it. This clip should load up, and the first frame should appear on that channel's output. Pressing Play in the Clip Control window will play the Clip on the selected channel. Any of the clips in the clip Bin may be played in this manner.
- **Use the Transport Controls** QuickClip Pro offers transport controls with all the features of a VTR emulated in its control buttons. The user may play (100%) in either forward or reverse. The user may fast forward or reverse at up to 1200% of play speed. The user may step forward or reverse one frame at a time. Pause will display the first frame of any clip loaded, or a frame of black if there is no clip loaded. Stop will display pass-through video if the source is active or a default null screen (model-specific) if there is no video signal present.

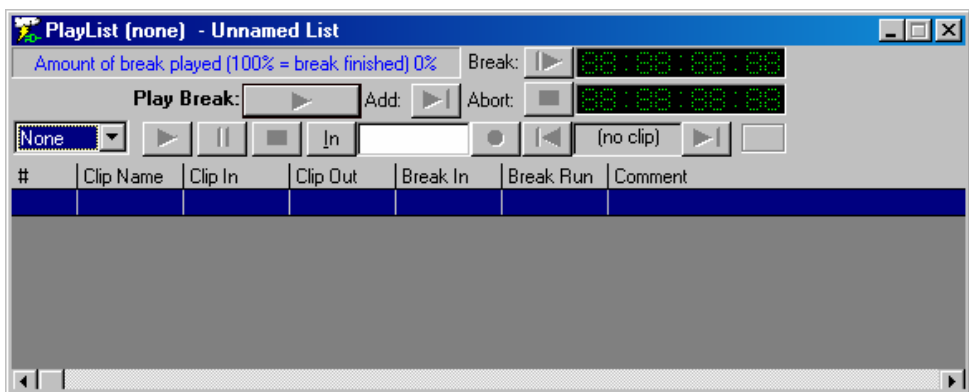


- QuickClip Pro offers a **Virtual Shuttle Bar** transport control (above) for quick location or previewing of any portion of your video. Simply grab the shuttle bar underneath the transport controls to navigate through the clip.

PlayList Features

QuickClip Pro allows the user to sequence and schedule the playback of digital media, in Server mode, using PlayLists. PlayLists offer a way to sequence a number of clips and command the sequence to play. Clips may be easily edited and placed into a PlayList.

There are a few ways to create a new **PlayList**. You may click on the **Create New PlayList** button on the toolbar or select New, located under File on the main menu. Choose the option **New PlayList**. The following PlayList window will appear:



- **Select a Channel** Using the pulldown menu on the left hand side of the PlayList window, you should now select an output channel. The available selection depends on your system configuration.
- **Drag our Clips into the PlayList** From the Clip Bin window, click on the clip called *TEST1* with your mouse, drag it onto the list area of the blank PlayList and drop it. This clip should now appear in your PlayList, showing the following information:
 - # (Number) (position in the sequence of clips in the bin)
 - Clip Name (the name you entered)
 - Clip In point by time code (note that QuickClip begins every clip with the time code of 00:00:00:00).
 - Clip Out point by time code
 - Break In (The time code for the entire PlayList is maintained and displayed in the Break section. The Break In location for the first clip will always be 00:00:00:00).
 - Break Run (The running total by time code for the Break)
 - Comment

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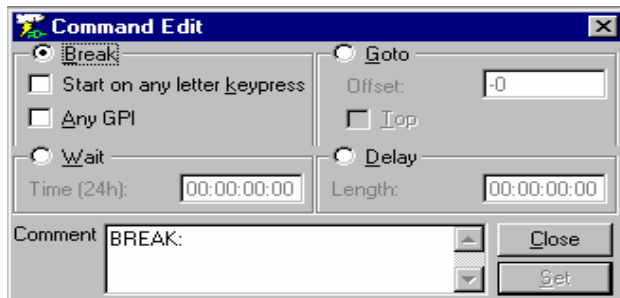
You could put the rest of the Clips into the PlayList using the drag and drop method.

- **Copy and Paste using Right Click Menu Commands** Go back to the Clip Bin window and click on the *TEST2* clip. Right-click on it to bring up a Clip Editing options menu. Select Copy. Click on the PlayList so that it is activated and then right-click on the *TEST1* clip in the PlayList, and select Paste Below. The same *TEST2* clip will be added to the bottom of the list. *Note that in some instances, the copy and paste commands in the PlayList will be inactive unless you select an output channel.* The different paste options make it very easy to put your new clip where you want it. Now add the other two clips, *TEST3* and *TEST4*, to the bottom of the PlayList using these methods.

Commands in the PlayList

Open the Command Edit window

Select the last clip in the PlayList and right-click on it with your mouse. Notice the option, **Insert Command**, on the menu. We have chosen the last clip because QuickClip will put the command after the selected Clip. Select this option and the Command Edit window will open. From this window we can select the kind of command we want in our PlayList.



The Command Edit window

- **Looping PlayList** For this exercise, select the GOTO button. Press the TOP checkbox, which will mean you want the PlayList to play to the end of the last clip, reach the GO TO TOP command, go back to the top and play the entire PlayList again (and again). Set this command into memory by pressing the SET button at the lower right corner. You'll see that our command has been inserted at the bottom of the PlayList and that the focus has now gone back to the PlayList window. We have now created a looping PlayList of various clips.

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- **Wait Command** There may be situations where your playback application requires that the unit either start playing at a certain time, or pause until a clock-defined time and resume playing a PlayList. You could choose a Wait command from the Insert Command option in the PlayList. Set the time of day you wish the list to start or resume playing.

Keep in mind that QuickClip Pro uses a 24 hour clock, and that the last two digits are frames, so that for example 9:54 am is represented by 09:54:00;00.

Set this command into memory by pressing the **SET** button at the lower right corner. You'll see that our command has been inserted at the bottom of the PlayList and that the focus has now gone back to the PlayList window.

- **Delay Command** There may be situations where your playback application requires that the unit wait for a set period, and resume playback once that delay has elapsed. Select a clip in the middle of your PlayList.

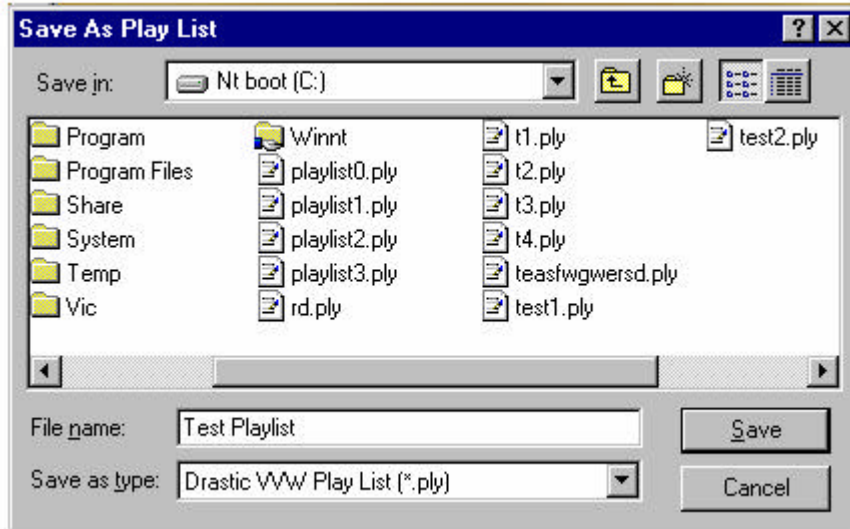
Add a **Delay** command to the PlayList by right-clicking the item above the correct location in the PlayList and selecting the Insert Command option from the menu. Select the Delay command. Specify a short but noticeable time for the delay (00:00:10:00 is convenient).

Set this command into memory by pressing the SET button at the lower right corner. You'll see that our command has been inserted at the bottom of the PlayList and that the focus has now gone back to the PlayList window.

- **Break Command** There may be situations where your playback application requires that the unit wait for the user to activate a trigger to resume list playback. This trigger will be either a GPI Trigger or a keyboard alphanumeric keypress. Insert this command by right clicking on the item in the PlayList after which you want the command to appear.

Confirm that the Break button is checked by default. Select the type of trigger you are using to start playback. Set this command into memory by pressing the SET button at the lower right corner. You'll see that our command has been inserted at the bottom of the PlayList and that the focus has now gone back to the PlayList window.

Pressing Play starts the PlayList running. The current clip that is playing will be the top of the highlighted area. All the clips below the current clip will also be highlighted in burgundy, and the clips above the currently playing clip will turn white as they finish playing.



- **Save the PlayList** Confirm that the PlayList is the active window. Press the button labeled Save As on the toolbar to save the PlayList. The above window will appear. You will be prompted to rename and save the PlayList. Note that the title bar of the PlayList window now shows the name of the PlayList. You could have several versions based on the same PlayList and call them up as needed.
- **Playing Clips from the PlayList** The Play button to the right of the Channel drop-down menu will play any selected Clip from the PlayList.

Double-click on any one of the clips in the PlayList. This loads the Clip into the Clip Control window. You could then play the Clip from the Clip Control Window.

Click on the PlayList window. You will see that the Clip duration is shown in the Break time code display. The clip name is shown in the Status Bar at the top and in the Previous/ Next control under the time code display. This allows you to confirm which clip you have loaded. Clicking either the ◀, Previous or the ▶, Next button, allows you to navigate up and down the list very easily. You can press the Play button to preview a Clip.

- **Select the Break for Playback** In order to play back our PlayList select the very first clip in the list. Now press the Break button at the top of the PlayList window. You will notice that all the items in the list are now highlighted and the Break Remaining window displays the total running time of all the clips in our list.

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Press the Play Break button and our list will play. Press the Abort button to stop playback, if desired.

- **Create a version of a Clip for the PlayList** Editing a Clip in the PlayList only affects this one instance of the Clip, so that each PlayList could have slightly different versions of the Clip in them without duplicating media.
 - Double-click on any one of the clips in the PlayList. This sets the focus to the Clip Control window and loads the clip into it. You may also right-click on the clip and select **Edit Clip** from the pop-up menu. This loads the clip into the Clip Control window.
 - If you wish to edit the In point of the clip, select the time code in the window next to the **In** button on the Clip control window with your mouse.
 - Enter a new time code location using your keyboard. Note that you cannot select an **In** point greater than the existing **Out** point. Alternately, you may Play or shuttle to a “good” In point, and press the **In** button. This will set the beginning of the clip to a new In point (although it will still read 00:00:00:00, the duration will be shortened by the amount of your edit).
 - If you wish to edit the Out point of the clip, select the time code in the window next to the **Out** button on the Clip control window with your mouse.
 - Enter a new time code location using your keyboard. Alternately, you may Play or shuttle to a “good” Out point, and press the **Out** button.
 - Press the **Set** button at the lower right hand side of the Clip Control window..
 - The focus is now shifted to the PlayList and this instance of the clip has now been altered. Other instances of this Clip will remain unaltered.

To use this altered version elsewhere, simply copy the clip (using a right-click, Copy or simply select the clip with your mouse and press CTRL-C) and paste it (using a right-click, Paste or simply select the location in this or another PlayList where you want to use this clip and press CTRL-V) as needed to paste this clip into this or another PlayList.

Instant Replay

T-Bar Shuttle The T-Bar Shuttle allows the user to view a user-selectable portion of a clip while it is being recorded for Instant Replay applications. (Read while Record capability) Not available on all models.

The top number (in this case a 200) displays the maximum speed available for playback. This value is user-editable. The box just below that is the current playback speed.

Following those boxes are the play (forward), pause, and play reverse buttons, for shuttling through a clip to locate a specific action or event.

The next four boxes, Cameras 1-4 represent the various inputs. If recording on cameras 1, 2 and 3 and using camera 0 as the output channel, selecting Camera 0 would not display a clip.

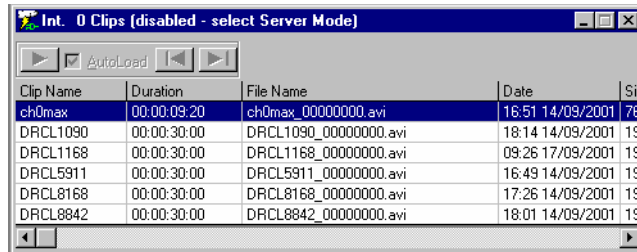
The **Snap** section defines the action upon pressing any one of the input cameras. With **Play** selected, the output of the selected channel (for Camera 1, channel Int. 1) is accessed and it begins to play (through the output channel from the offset. The offset is user-editable, in Local Config, and represents the number of frames QuickClip Pro will back up and begin playback or pause. With **Pause** selected, the output will go back to the offset and pause, allowing the user to search for the beginning of the action or event they want to replay. With **Hold** selected, the output will go back to the offset and play at the speed entered in the box just below. This value is entered as a percentage of play speed, in this case 50 equals half speed.



The second-to-last box displays the **minimum play speed**, which is user-editable. The box with the pull-down menu at the very bottom of the T-Bar Shuttle represents the **output** channel. If the user selects a different output channel during a synchronized recording, this will stop the recording and shift focus to the output of the selected channel

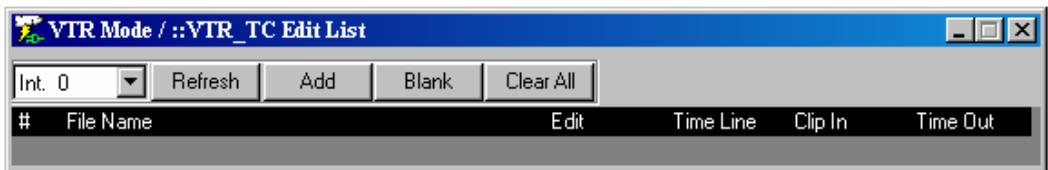
VTR Mode

In VTR mode, QuickClip utilizes time code space to handle media. The time code space is equivalent to standard VTR tape which has been pre-blacked starting at 00:00:00:00 and ends at 23:59:59:29. Media may be inserted anywhere within this tape and intermediate frames will be displayed as black with silence.



Here is the QuickClip Clip Bin. Note that in VTR Mode the clip bin is disabled.

VTR Mode uses Time Code Space to define the virtual location of the media.



The VTR_TC Edit List Window

In VTR mode, the user needs to be able to view their time code space to know what is recorded where.

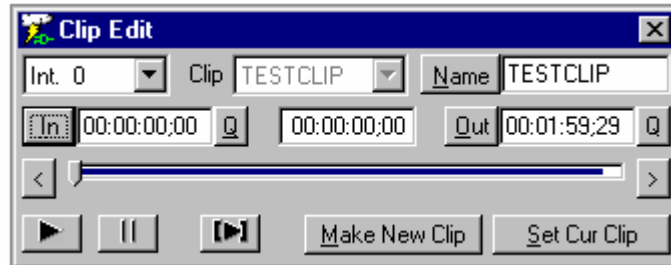
Open the **VTR TC Edit List** window in the main menu under **Windows**. It is recommended the user keep this window open while using Time Code Space (VTR Mode). This lists all the recorded media in time code space.

If you have recorded media in VTR Mode and do not see it, press the “Refresh” button to update the display. Pay attention to the channel assignment. Keep in mind that it is possible to have a two-channel system where one channel is playing in Server mode and one is playing in VTR Mode.

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- **Check VTR Mode** This will deactivate the Clip Bins, and deactivate the Clip Pull-down menu (to the right of the **Next** button). The browse button is also not selectable.
- **Press Play** Pressing Play at this point will allow the user to play the entire time code space from their present location to the end. To reach a particular location, simply enter the time code into the In point on the Clip Control interface and press Q.
- **QuickClip Pro Transport Controls** QuickClip Pro software features transport controls emulating those of a Professional VTR. The user may play (100%) in either forward or reverse. The user may fast forward or reverse at up to 1200% of play speed. The user may step forward or reverse one frame at a time. Pause will display the first frame of any clip loaded, or a frame of black if there is no clip loaded. Stop will display pass-through video if the source is active or black if there is no video source active.


Editing Clips

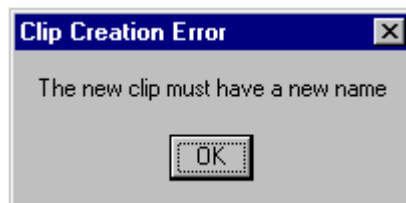


- **Check Server Mode** This will activate the Clip Bin(s) and allow the user to edit a clip.
- **Open the Clip Edit Window** To edit your clip, double-click the *TESTCLIP* Clip in the Clip Bin window. This will open the Clip Edit window and load your clip for editing. The Clip Edit window's purpose is to create modified versions of Clips in the Clip Bin(s).
- **Look at Your Clip** In the Clip Edit window, you will notice that the Clip dropdown box and Name Edit box display the clip name *TESTCLIP* in them. The In time code edit box has the default time of 00:00:00:00 and the Out time code edit box has the time 00:01:59:29. The reason the time code for the out location does not read 00:02:00:00 is that the first frame (00:00:00:00) is counted as number one. The time code locate box in the center, between the In and Out displays your current time code location within the Clip.

We can cue to the In and the Out of the clip by pressing the buttons labeled **Q** beside them in the Clip Edit window. We can play the entire unedited clip from here by pressing **▶**, the **Play** button. If we move from the first frame of the clip this changes to **▶|**, the **Preview Edit** button. The diagram shows our present location as the first frame of the clip.

Edit a Clip using the In and Out buttons

- **Q back to the In Point** To create our new clip, press the Q beside the In time code edit box (this cues to the first frame of the clip if you have moved from the beginning) and then press Play to move through the video. Press Pause to stop playback at about 5 seconds in.
- **Select an In Point** Press the In button and the time code of our present location will become the new In point. The “In” time code box will change to reflect the new In point.
- **Shuttle Forward** Press Play again and let the video play for about 10 seconds, then press Pause.
- **Select an Out Point** Press the Out button to select this as the Out Point of the edit. The “Out” time code box will change to reflect the new Out point.
- **Preview the New Clip** Preview the edited version by pressing , the Preview Edit button.



- **Rename the Clip** If you now try to press the Make New Clip button, you’ll notice that the software indicates that the clip *TESTCLIP* already exists and that you need to give the clip a new name (above). Highlight the Clip Name *TESTCLIP* with your mouse and enter the name *TEST1* in this window using your keyboard.
- **Make New Clip** Press the Make New Clip button. You’ll notice two things happen. First, the clip *TEST1* has been added to top the Clip Bin. Second, the Clip Edit window has brought the clip *TESTCLIP* back and has defaulted the current location to our previous Out point. This timesaving feature allows you to log several minutes or even hours of clips easily and without altering the original files.

Editing a Clip with Time Code

- **Enter an In and Out point** With your mouse, highlight the entire current time code in the edit box showing the In point and enter a time of 00:00:25:00. Note that you may simply enter the number without the colons. Press the Set In point button to set this as your new In point. Press Tab until your focus is on the Out edit box where you can enter a new time of 00:00:55:00. Select the Set Out point button.
- **Name and Save the Clip** Now move to the Name edit box and call this new clip *TEST2*. We have just created a clip that is exactly 30 seconds long with just a couple of keystrokes and mouse maneuvers. Press the Make New Clip button to save this clip to the Clip Bin. Again, you'll notice that the original *TESTCLIP* clip is brought back into the window and the current location has been cued to the previous Out time code. You might now continue to create a series of 30-second clips using these few steps.

Editing a Clip with the Shuttle Bar

- **Create another Clip and Trim it Using the Shuttle Bar** To create a third clip, keep the In point where it is. Now grab the pointer on the Shuttle Bar and drag it slowly towards the right hand side. You will notice that your video shuttles at a speed relative to how fast you move the pointer and that the duration display is automatically updated. Drag the pointer such that the duration shown is about 15 seconds. It doesn't matter if this cut is perfect, as we can trim the Out by pressing the arrows at each end of the Shuttle Bar to move to the desired frame. Give this new clip the name *TEST3* and press the Make New Clip button.
- **Create a Clip using a Combination of these Methods** Try creating one more clip using any combination of these methods. Give the clip a length of 30 seconds and the name *TEST4*.

Editing a Clip from the PlayList

- **Select a Clip from the PlayList** From time to time you may find that you need to alter a Clip that is already in the PlayList. Perhaps you only want this instance of the Clip to be altered and all other instances of this Clip to be unaltered.
- **Double Click the Clip in the PlayList** Using your mouse, double-click the clip you wish to change. This will load the clip into the **Clip Control** window, allowing you to enter new In and Out points.

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- **Enter a New In Point** Select the time code In Point with your mouse. Enter a new In Point using your keyboard. Note that all “clips” begin at 00:00:00:00, and you will have to enter a legal time code location. Thus, your clip In point cannot be before the beginning, or after the present end of the clip. Once you have input a new legal time code location into the In Point box, press the **In** button.
- **Enter a New Out Point** Select the time code Out Point with your mouse. Enter a new Out Point using your keyboard. Note that this cannot be after the present Out Point, or before the beginning of the clip.
- **Select Set** Press the **Set** button in the lower right hand corner of the **Clip Control** window. This sets the changes you have just entered into memory. The focus goes back to the PlayList, and the clip you have just edited displays the new In and Out points you have entered.

Video Standard

QuickClip Pro handles NTSC, PAL, Film (24fps) Rate and HDTV video standards, depending on the version and hardware configuration.

Time Code Source

QuickClip Pro allows the user to control their system using different time code source types. These are selectable through the QuickClip Pro interface.

If **VITC** (Vertical Interval Time Code) is selected, QuickClip Pro will use the VBI (Vertical Blanking Interval) to receive time code control.

If **LTC** (Longitudinal Time Code) is selected, QuickClip Pro will use a longitudinal time code reference to receive time code control. (This feature is an option and requires additional hardware)

If **TC** is selected, QuickClip Pro will accept time code-based control sources for time code reference.

If **Absolute Position** is selected, QuickClip Pro will accept Absolute Position-based control sources for time code reference.

Time Code Type

If **NTSC** is selected, QuickClip Pro will use standard NTSC drop frame calculations of 29.97 frames per second when returning time-code, or standard NTSC non drop frame calculations of 30 frames per second when returning time-code.

Note that certain time code locations will not be accessible in Drop Frame Mode.

If **PAL** is selected, QuickClip Pro will use standard PAL calculations of 25 frames per second when returning time code.

If **Film Rate** is selected, QuickClip Pro will use standard film rate calculations of 24 frames per second when returning time code.

If **HDTV** is selected, QuickClip Pro allows the user to select between several different HD standards to return time code.

Product Overview

QuickClip is a series of software-only digital disk recorder solutions. These products provide VTR functionality, with nonlinear access and expanded operational modes for the traditional video editing, animation, insertion and display environments. QuickClip is offered in the following versions:

QuickClip Pro – A software-only VTR/DDR emulator and VTR controller. Supports a subset of the VVW functionality for single channel use. See Supported Hardware below.

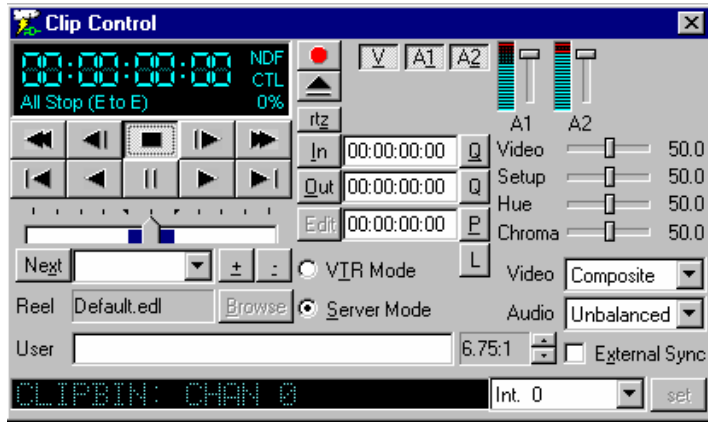
- Matrox DigiSuite/DigiSuiteLE
- Matrox DigiSuiteDTV
- Matrox DigiServer
- DVS HDStationOEM
- DVS SDStationOEM
- Vela CineView Pro
- Stradis MPEG-2 Decoders
- Optibase VideoPump SD
- Optibase VideoPump HD
- Optibase VideoPlex/VideoPlex Pro
- Other platforms are currently OEM only

QuickVTR – A software-only VTR emulator. Supports a subset of the VVW VTR Mode functionality for single channel use. See Supported Hardware below.

- DVS SDStationOEM
- DVS HDStationOEM
- Matrox DigiSuite/DigiSuiteLE
- Matrox DigiSuiteDTV
- Matrox DigiServer
- Optibase VideoPump SD
- Optibase VideoPump HD
- Other platforms are currently OEM only

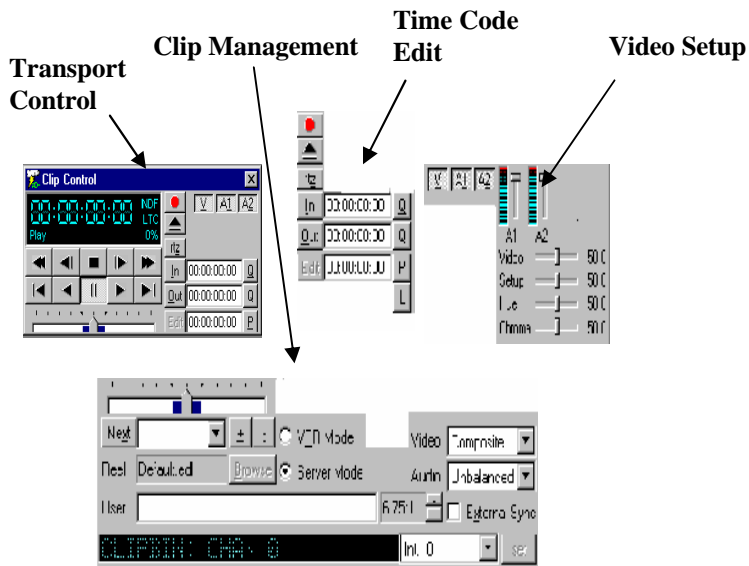
QuickClip Pro Reference Guide

Clip Control Window



Clip Control Interface

This tutorial will examine the following portions of the Clip Control window separately: The **Transport Control**, the **Clip Management**, the **Time Code Edit**, and the **Video Setup** sections.



The Transport Control Section



Time Code window The Time Code is displayed in (00:00:00:00) format (HOURS:MINUTES:SECONDS:FRAMES), or (HH:MM:SS:FF).



Transport Status window This will display whatever action is taking place within the transport control section. In this case, we see the pause button pressed, and the Transport Status window shows "Pause".



Fast Rewind button This will zoom backward while playing at the greatest speed (-1200%) until it reaches 00:00:00:00. It will then pause on that frame.



One Frame Reverse button This will move the time code one frame backward, pause and display the frame of video at this time code location. Note that each clip begins at 00:00:00:00 and that the software does not support negative time code.



Stop button This will stop transport and go into full E to E mode, displaying pass-through video and audio if the video and audio sources are active.



Frame Advance button This will advance the clip one frame forward by time code, pause, and display the image at this frame.



Fast Forward button This will fast forward at the greatest speed (1200%) while playing until it reaches the last frame of the clip (in Server mode). In VTR mode, QuickClip Pro will play from the current location to 24 hours minus one frame. It will then pause on the frame of video located there.

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Five Seconds Rewind button This will move to a time code location five seconds before the present location, pause and display the frame of video located there. If located at a point less than 00:00:05:00, it will go to 00:00:00:00 and pause on that frame.



Reverse Play button This will “play” the video in reverse (-100%) until it reaches 00:00:00:00. It will then pause on that frame.



Pause button This will stop transport at the current location, and pause on that frame.



Play button This will play the selected clip (in Server mode) or section of time code space (in VTR mode) at its normal speed (100%), from the present location to the end. Note that in VTR mode the end is 24 hours minus one frame.



Five Seconds Forward button This will pause on a frame of video located 5 seconds ahead of the current location. If there is less than 5 seconds of video left from the present location to the end, this button will go directly to the end and display the frame of video located there. Note that VTR in mode the end is 24 hours minus one frame.



Play Speed window Play speed will be displayed in this field of the QuickClip interface, as a percentage of normal play speed. Reverse play speed will be indicated by a minus or negative sign preceding the percentage. 0% indicates the system is in pause or stop.

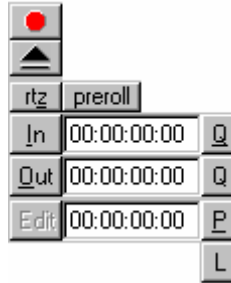



Time Code Source window This field will indicate which of VITC, LTC, CLIP or CTL time code source types are selected. Clicking on this field allows the user to cycle through the available time code type choices.





Time Code Type window This displays whether the user is using NTSC drop-frame, NTSC non-drop-frame rate or PAL time code types. Clicking on this field allows the user to cycle through the available time code type choices.


The Time Code Edit Section





 **Record button** Pressing this button in Server mode will bring up the new clip settings window, and allow the user to set up the recording of a clip. In VTR mode, this will put the system into crash record mode (start recording at the present location, no out point specified).


 **Eject button** In an external control situation, this will cause the external VTR to eject its tape. In Server mode, this serves as a refresh button

 **RTZ (Return to Zero) button** This will transport the unit to the time code location (00:00:00:00) and put the unit in pause, displaying the frame of video found there.

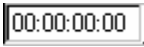
 **Pre-roll button** This allows (in an external control application) the user to command the external VTR to perform a pre-roll. This may be handy if you need to determine whether you have enough space at the beginning of your tape to perform a pre-roll.

 **Set In Point button** This button sets the time code of your present location as the “In” point of the edit or clip.

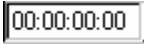
 **Set Out Point button** This button sets the time code indicated within the time code window as the “Out” point of the edit or clip.

 **Edit button** In VTR mode, this button instructs QuickClip Pro to perform the edit as defined by the user. In Server mode, this button is inactive.

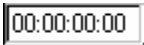
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In Time Code window The time code for the first frame of video in the selected clip will be displayed here. By clicking within this window with the mouse, the time code found here can be edited by keyboard. Note that the In time code must be “Set” after being entered.



Out Time Code window The time code for the out point of the edit will be displayed here. By clicking within this window with the mouse, the time code found here can be edited by keyboard. Note that the Out time code must be “Set” after being entered.



Edit Length window The time code for the length of the edit will be displayed here. Once time code locations have been entered in the IN and OUT windows, the length of the edit will automatically be calculated and displayed here.



Q (Cue) to In Point This command will cause the unit to go to the current “In” point, pause, and display the frame of video found there.



Q (Cue) to Out Point This command will cause the unit to cue itself up to the current “Out” point, pause, and display the frame of video found there.



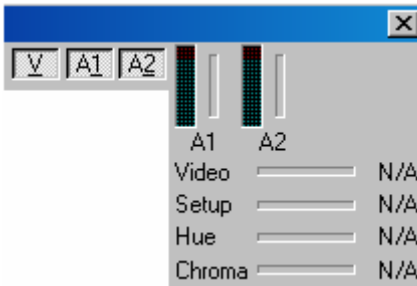
P (Preview) Edit This command will prompt QuickClip Pro to preview the edit or clip from the In point to the Out point.



L (Loop) (Clip) This command will enable the loop function for the selected clip (Server mode). If the user loads a clip in the clip control and presses the loop button, they can then press play and the clip will play from beginning to end, return to the beginning and repeat until otherwise instructed. If the user is partway through the clip and selects loop then play, the clip will play from that location to the end and continue looping in that manner.

The Video Setup Section

Note that not all system hardware supports access of these controls through the QuickClip Pro interface. If as in the below diagram there are no slider bars on the controls in your version, then the controls are not enabled.



Video Channel(s) There will be a selectable/de-selectable button for each channel of video input. In VTR mode the user may de-select the video channel for example if an audio-only recording is required. These buttons do not affect clip recording (Server Mode).



Audio channels There will be a selectable/de-selectable button for each channel of audio input. Select or de-select the audio channels using these buttons to accomplish insert editing. Note that the audio channels are paired to the video channels, audio channels A1 and A2 being dedicated to video channel 1, and audio channels A3 and A4 (present only on multi-channel systems) dedicated to channel 2 and so on.



Video Level This slider adjusts the video (contrast) level for the selected channel. This setting adjusts the current input only. The Contrast settings for composite, Y/C and YUV are maintained separately.



Setup Level This slider adjusts the Setup (brightness) level for the selected channel. This setting adjusts the brightness of the current input only. The video input settings for Composite, Y/C and YUV are maintained separately.



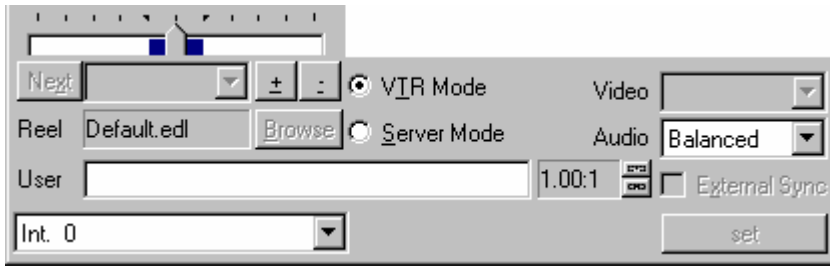
Hue Level This slider adjusts the hue (wavelength) of the selected channel. This setting adjusts the hue of the current input channel. The settings for composite, Y/C and YUV are maintained separately. This setting may be accessed through the QuickClip Pro Software, in the Video In tab of the Options Menus.

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Chroma 

Chroma Level This slider adjusts the chroma (saturation) level for the selected channel. The Saturation setting acts like a TBC chroma setting for the composite and Y/C inputs only. This setting adjusts the current input only. The video input settings for Composite and Y/C are maintained separately. This setting may be accessed through the QuickClip Pro Software, in the Video In tab of the Options Menus.

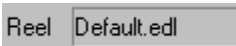
The Clip Management Section



Shuttle Bar This bar will display your current location within the selected clip, the blue area being representative of the entire clip and the little gray bar, your location. Also, while QuickClip Pro is playing a clip, the location of the little gray bar will indicate play speed. You can shuttle through the clip by “grabbing” the bar with your mouse and moving it.



Next Clip button Go to the next clip in the PlayList. Pressing Next will load the clip after (or below) your currently selected clip and display the first frame of video found there. Alternately, pressing the “down” arrow at the right of his window will reveal a pull-down menu within which the user can select and load clips. Note that this button will not be selectable in VTR mode.



Reel Name window Display the Reel Name (VTR Mode)



User Name window Display the User Name (VTR Mode)



Add Clip button Browse your storage for a clip to load.

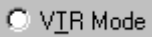


Delete Clip button Delete the selected clip from your storage. A confirmation message will be displayed. Pressing enter will cancel out of this action.

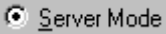


Browse button Look for a clip in your storage directory. Note that this button will not be selectable in VTR mode.

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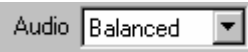
VTR Mode checkbox Use transport controls in traditional VTR mode, time code space only, no Clips or PlayLists in this mode. Assemble and Insert Edit capability.



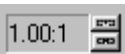
Server Mode checkbox Use the transport controls in Server mode, clip-based media control. PlayLists can be assembled, offering sequenced playback of media with added command features.



Video Type window Choose your video input type in this box. The pull-down list will display a list of video input type choices available to your system.



Audio Type window Select the audio input type. The pull-down list will display a list of audio input type choices available to your system.



Compression Ratio window Adjust the compression ratio for recording. Note that selecting a compression rate greater than your system hardware can handle may cause a record to be unsuccessful. In an uncompressed box, this ratio will remain as 1.00:1. In a unit featuring compressed video, the user can view the current compression setting here. In a system featuring adjustable compression rates, the user may adjust the compression ration up or down using the buttons just to the right of the compression ratio number.



External Sync checkbox Where external sync is used, this box will need to be checked. Frame accurate editing requires an external genlock or blackburst source to be looped from the genlock source through the QuickClip Pro system to the Editing VTR.



Channel Selected window Select between available channels (model-specific)



Set Changes button Any changes that are made need to be “Set” after making them, before they will go into effect.

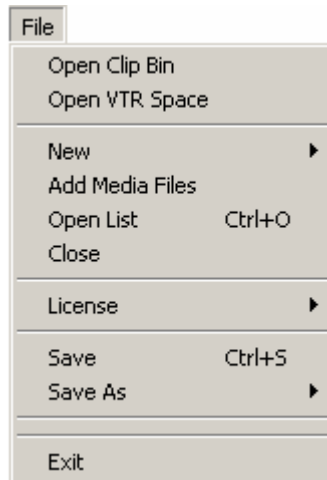
Main Menus

The main menus allow for Windows-based control of the various parameters needed to operate QuickClip Pro.



Select the **File** menu.

File



Open Clip Bin

New Creates a new PlayList or External Pull In

Add Media Files Browse through your storage for your media.

Open List Opens a specific PlayList or External Pull In

Close Closes the current list

License Obtain Authorization for this installation of QuickClip, or kill the current license.

Save Saves the currently active PlayList

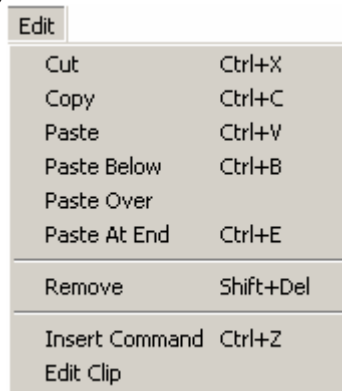
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Save As Saves a PlayList, External Pull In, Clip Bin, TC Space, EDL or Inverted EDL with a new name entered by the user

Exit Exits QuickClip

Edit – PlayList Mode

Edit a PlayList or Clip. Note: You must have either the PlayList window or the Clip Bin window selected for this menu to be enabled. Also, choose Server mode, as VTR mode does not support Clips or PlayLists.



PlayList Mode

Cut Removes the selected clip and maintains it in the buffer until it is replaced by another cut or copy command.

Copy Places the selected clip into the buffer available for pasting

Paste Pastes the clip that is loaded in the buffer *above* the highlighted selection in the **PlayList**

Paste Below Pastes the clip that is loaded in the buffer *below* the highlighted selection in the **PlayList**

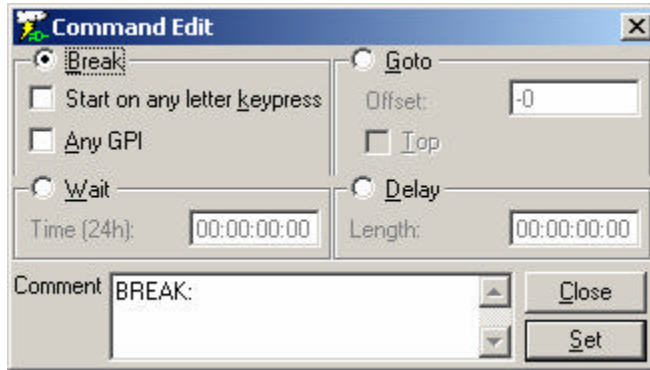
Paste Over Pastes the clip that is loaded in the buffer *over* the selected clip, removing the selected clip from the **PlayList**

Paste At End Pastes the clip that is loaded in the buffer at the end of the **PlayList**

QuickClip™

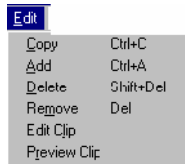
Remove Removes the selected clip from the **PlayList** but maintains the original clip in the Clip Bin.

Insert Command Opens the Command Edit window, allowing the user to insert a command into a PlayList.



Edit Clip Opens the **Clip Edit** window and loads the selected clip into the buffer for editing

Edit – Clip Bin Mode



Clip Bin Mode

Copy Places the selected clip into the buffer available for pasting

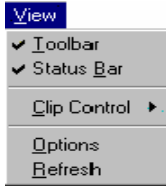
Delete Permanently deletes the selected clip from the hard drive

Remove Removes the selected clip from the **Clip Bin** only

Edit Clip Opens the **Clip Edit** window and loads the selected clip into the buffer for editing

Preview Clip Plays the selected clip on the selected output device

View

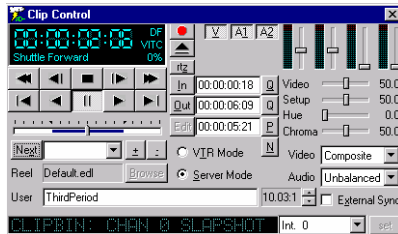


The View Menu

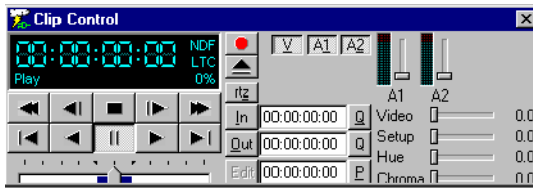
Toolbar Toggle the display of the **QuickClip** toolbar on or off.

Status Bar Toggle the display of the **Status Bar** on and off.

Clip Control Resizes the **Clip Control** window to the selected sizes:



The Clip Control Window – Full Size



The Clip Control Window – Medium Size



The Clip Control Window – Edit Size

QuickClip™



The Clip Control Window – Small Size

Options The Options menus are opened through this item.

Before recording any clips it is always better to check all the settings in the option. It can be seen under View. Most of these settings are automatically set when you select a specific model on the local configuration. But it is better to check everything over again. When going through all the sub sections, check all the settings for each channel because sometimes one channel could be set to one setting and other one to another. So change the channels and no settings should change.

We have following sub sections under the option:

Local System

Check all boxes for system type

VVW Type - VVW XXXX

Channel Type - Current Channel (i.e. 1 of 2)

VVW Version - Latest Version

Media Reactor Version - Latest Version

General

Check all boxes for correct system settings

Signal Format - NTSC OR PAL

Compression Type - Depends on model type

Status - Depends on the compression ratio

All channels must show the same Hard Drive times or set the compression ratio same for all the channels.

Video In

All channels must have the same input

All Input TBCs are set but can be changed and saved.

Video Out

All channels must have the same output

QuickClip™

Audio In

All channels must have the same input

All audio sliders are set to high but can be set to users' needs.

Audio Out

All channels must have the same output

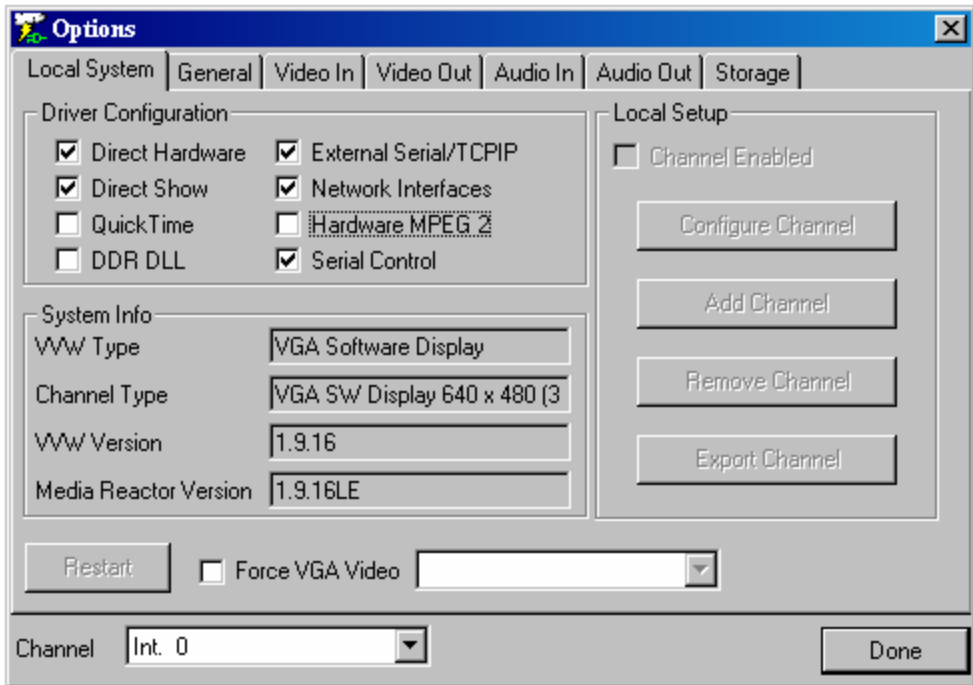
All audio sliders are set to high but can be set to users' needs.

Storage

Select a directory to record into. It may be useful for you to create folders within this directory which help you to identify the media files you are creating.

Options Menu

Local System



The Options Window – Local System Menu

Driver Configuration

Direct Hardware

Direct Hardware Enable hardware-specific uncompressed standard definition and uncompressed high definition capabilities. This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support.

Direct Show

Direct Show Enables hardware-specific Direct Show protocol. This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support.

QuickClip™

QuickTime

QuickTime Enables QuickTime applications. This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support.

DDR DLL

DDR DLL (Digital Disk Recorder Dynamically Linked Library) Used for external control. This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support.

External Serial/TCPIP

External Serial/TCPIP (Transmission Control Protocol/Internet Protocol) Used for hardware-specific network control. This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support.

Network Interfaces

Network Interfaces Enable hardware-specific Network Interfaces to be accessed. This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support.

Hardware MPEG 2

Hardware MPEG-2 Enables certain MPEG-2 hardware (model-specific). This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support.

Serial Control

Serial Control Enables standard serial control protocol. (Standard Sony, Louth, Odetics RS-422-type controllers). This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support.

System Info

VW Type

VGA Software Display

VW Type Hardware-specific information displayed here. System hardware.

Hardware-

Channel Type

VGA SW Display 720 x 486 (3

Channel Type Hardware-specific information displayed here. Compression information.

Hardware-

VW Version

1.6.85

VW Version Version-specific information displayed here. QuickClip Pro software version number.

QuickClip™

Media Reactor Version 1.0.0LE

Media Reactor Version Hardware-specific information displayed here. File Conversion utility. Not present on all systems.

Local Setup

Channel Enabled

Channel Enabled This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. (model-specific)

Configure Channel

Configure Channel This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. (model-specific)

Add Channel

Add Channel This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. (model-specific)

Remove Channel

Remove Channel This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. (model-specific)

Export Channel

Export Channel This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. (model-specific)

Restart

Restart After having made all of your changes, use this to restart your system and implement all of your channel setup choices. (model-specific)

Force VGA Video

Force VGA Video Enables you to monitor your output on the VGA screen by opening the VVW Preview Display. This also bypasses the video hardware in your system.

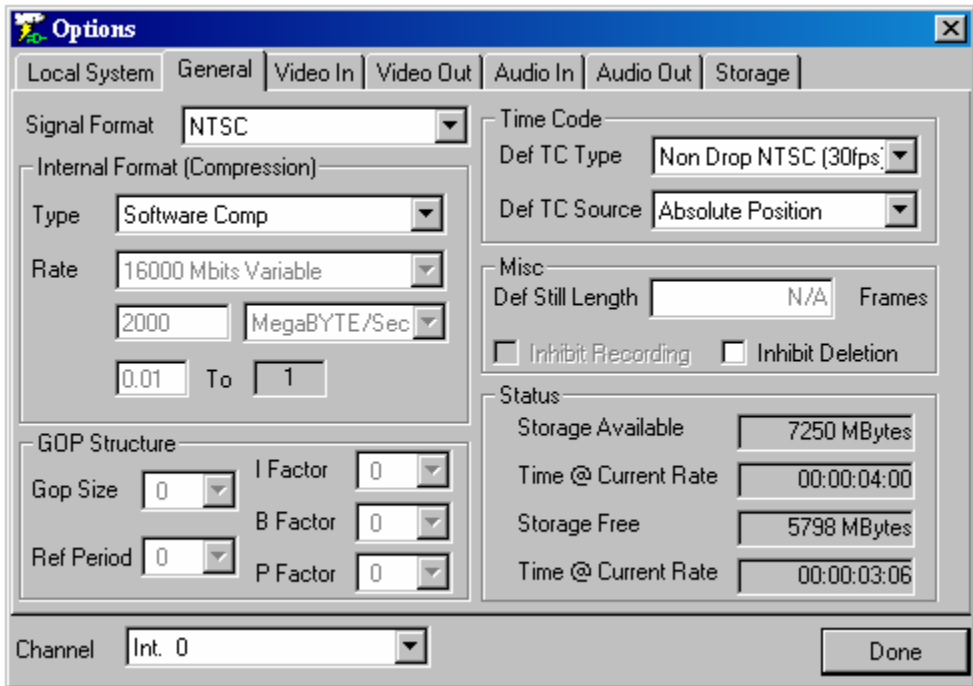
Channel Int. 0

Channel Selector Select the channel to which your changes will apply.

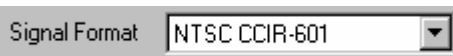
Done

Done Use this command to exit the options menu.

General



The Options Window – General



Signal Format Pull-down menu of applicable formats. Some versions can capture or play back more than one signal type. Use this menu to select between types.

Internal Format (Compression)



Type The compression type will be displayed here. Some systems feature user-adjustable compression. If your system supports more than one compression type, use the pull-down menu to select the appropriate one. Note that some systems use uncompressed video. If uncompressed, you will see particulars about the type of uncompressed video selected (for example 8 bit, 10 bit etc.)

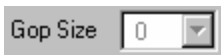
QuickClip™



Rate The Compression Rate, Data Rate, and Compression Ratio will be displayed here. The user may be able to adjust these rates (model-specific).

GOP Structure

Pull-down menu offers Group of Picture choices that will result in legal MPEG-2 file types. (model-specific)




GOP Size Size of Group of Pictures (in frames).



Ref Period Reference Period for MPEG-2 Group of Pictures

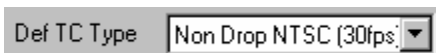


I Factor I Factor frames for MPEG-2 Group of Pictures



B Factor B Factor frames for MPEG-2 Group of Pictures

Time Code



Def TC Type Choose between **Film Rate** (24/23.98), **NTSC** (29.97/30/59.94/60) 720/704/640x480/486/512, **PAL** (25/50) 720/704/640x576/612, **HDTV** (1035i @ 30 (SMPTE 260M) Production, 1035i @ 29.97 (SMPTE 260M) Production, 1080i @ 30 (SMPTE 274M), 1080i @ 29.97 (SMPTE 274M), 1080i @ 25 (SMPTE 274M), 1080i @ 24 (SMPTE 274M), 1080i @ 23.98 (SMPTE 274M), 1080P @ 30 (SMPTE 274M), 1080P @ 29.97 (SMPTE 274M), 1080P @ 25 (SMPTE 274M), 1080P @ 24 (SMPTE 274M), 1080P @ 23.98 (SMPTE 274M), 720P @ 60 (SMPTE 296M), 720P @ 59.94 (SMPTE 296M), and **HiRes** (Greater than HD, most formats) (not all formats present on all versions - model-specific)



Def TC Source Choose between VITC (Vertical Interval Time Code), LTC (Longitudinal Time Code – audio signal-based), TC (Time Code), Absolute Position, and Clip Position.

Misc

Def Still Length Frames

(Def Still Length)

Define the length of time (in frames) that the still images will be displayed

Inhibit Recording

Inhibit Recording

Check to inhibit recording. (model-specific)

Inhibit Deletion

Inhibit Deletion

Check to inhibit deletion. (model-specific)

Status

Storage Available

Storage Available

Total storage available to the system expressed in Megabytes

Time @ Current Rate

Time @ Current Rate

Total amount of video storage available, calculated at the current rate expressed in “00:00:00:00”, or “hours:minutes:seconds:frames” format.

Storage Free

Storage Free

Amount of storage left unused, or available for data storage expressed in MB

Time @ Current Rate

Time @ Current Rate

Amount of video storage left unused, calculated at current compression rate expressed in “hours:minutes:seconds:frames”.

Channel

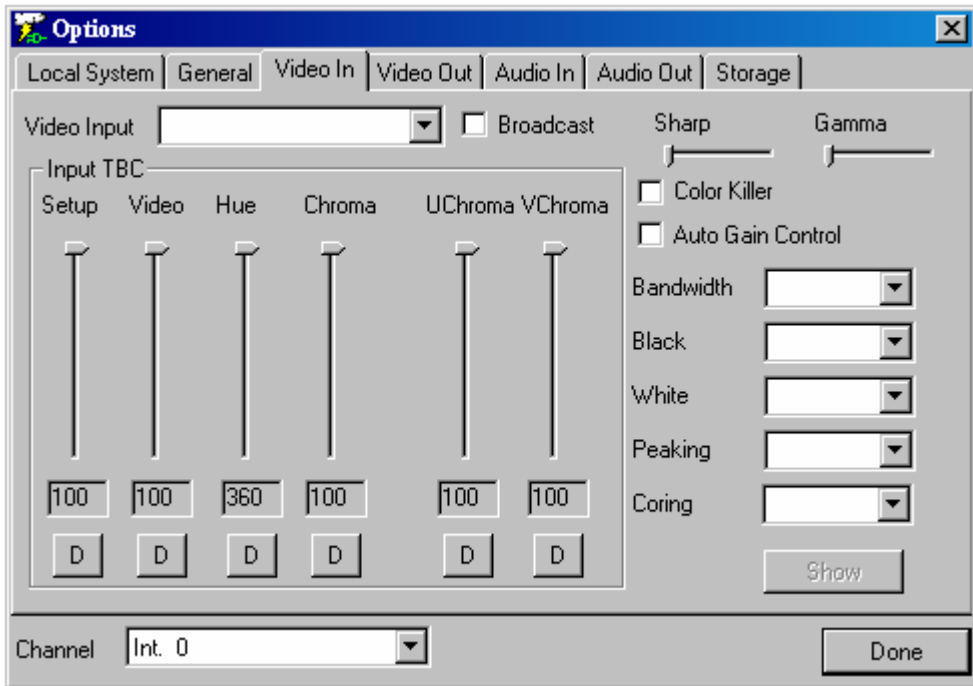
Channel Selector

Select the channel to which your changes will apply.

Done

Use this command to exit the options menu.

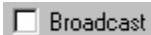
Video In



The Options Window – Video In



Video Input Pull-down menu of applicable formats for Video Input: e.g. Composite, S-Video (Y/C) or Component.



Broadcast (on/off) Checked to enable specific hardware when it is applicable to your system. Do not adjust this setting unless instructed to do so by QuickClip Technical Support.



Input TBC (Time Base Corrector) Note that there is a “D” below each slider, which stands for the word “default”. Pressing these buttons restores the default setting for each of these sliders.



Setup Setup (Brightness) adjusts the intensity of the video level for the current input only. It is disabled if the Automatic Gain Control is enabled. These settings are adjusted through the use of a slider, which displays the setting as a number from 0 to 100.



Return to Default

The “D” at the bottom of the slider stands for default, which you can return to by pressing the “D”. The default level for Setup is 50. The video input settings for Composite, Y/C and YUV are maintained separately.



Video

Video (Contrast) adjusts the luminance range for the current input only. It is disabled if the Automatic Gain Control is enabled. The default level for Video is 50. The Video settings for Composite, Y/C and YUV are maintained separately.



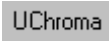
Hue

This setting adjusts the Hue (the wavelength) of the current input channel. The default level for Hue is 0. The settings for Composite, Y/C and YUV are maintained separately.



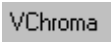
Chroma

The Chroma setting acts like a TBC (Time Base Corrector) color saturation setting for the Composite and Y/C inputs only. This setting adjusts the chrominance intensity for the current input only. The default level for Chroma is 50. The video input settings for Composite, Y/C and YUV are maintained separately.



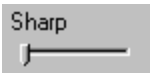
UChroma

The U Saturation adjusts the Chroma of the U portion of the YUV input only. Combined with the V Saturation setting it allows control over the Chroma setting of a TBC. The default level for UChroma is 50.



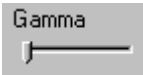
VChroma

The V Saturation adjusts the Chroma of the V portion of the YUV input only. Combined with the U Saturation setting it allows control over the Chroma setting of a TBC. The default level for VChroma is 50.



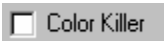
Sharpness

The Sharpness is normally set at 57%. This setting adjusts the sharpness of the current input only. This setting is adjusted using a slider. The settings for Composite, Y/C and YUV are maintained separately.



Gamma

The Gamma adjustment compensates for the difference between the measured and the perceived brightness level of a phosphorous display or camera. This setting is adjusted with a slider.



ColorKiller

(off/on check box) The ColorKiller is used to shut off the color decoder if the incoming video does not contain color information.

QuickClip™

Auto Gain Control

Automatic Gain Control (off/on check box) This setting may be adjusted separately for each input, as opposed to the general TBC settings above. Automatic Gain Control attempts to compensate for video inputs using the Brightness (~Setup) and Contrast (~Video) settings below. If the AGC is enabled, then the settings below will not be active. For fine-tuning of the Y/C or YUV signals, this should be disabled, but should normally be enabled for Composite.

Bandwidth

Bandwidth Defines the amount of data that can be passed in a given time. Settings here are: Notch, Standard, Medium or High.

Black

Black Adjusts the Black level for this channel. Settings here are Setup or Crystal.

White

White Adjusts the White level for this channel. Settings here are: Clamp or Free.

Peaking

Peaking The YUV Peaking setting, when enabled, intensifies the effect of the YUV Coring filter, making it more severe. Settings here are “No Peak Limit”, “1 Bit Limit” or “2 bit Limit”.

Coring

Coring This setting may be adjusted separately for each input, as opposed to the general TBC settings above. Coring affects the luminance signal in a Y/C or YUV input.

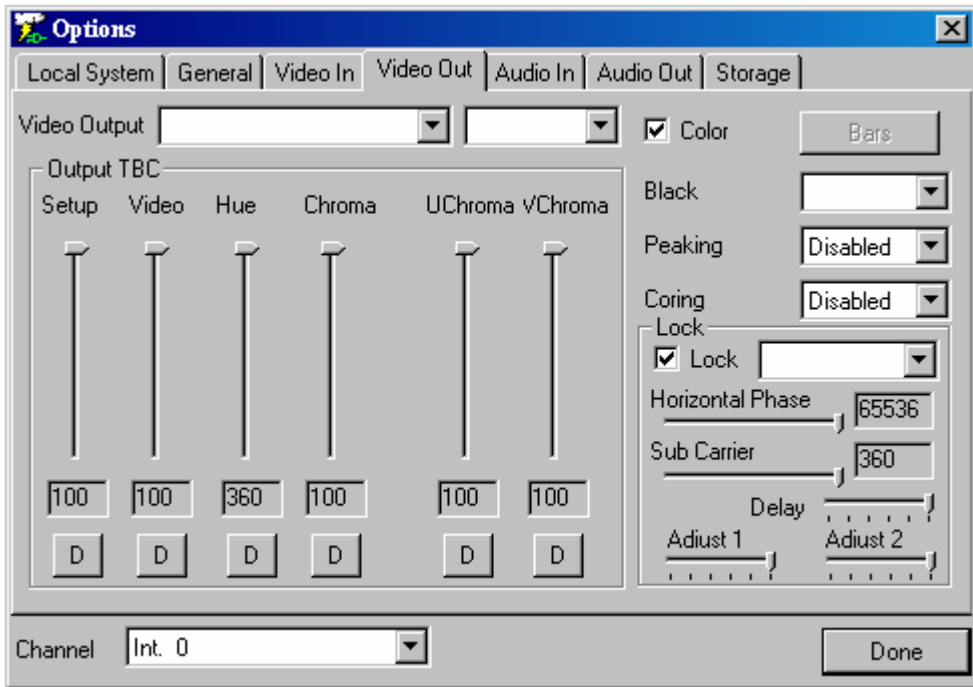
Channel

Channel Selector Select the channel to which your changes will apply.

Done

Use this command to exit the options menu.

Video Out



The Options Window – Video Out



Video Output Select the Video Output to which the changes you have entered will apply.



Filter Select or de-select the filter through this pull-down menu

Output TBC (Output Time Base Corrector section)



Setup Setup (Brightness) adjusts the intensity of the video level for the current input only. It is disabled if the Automatic Gain Control is enabled. The default level for Setup is 50. The video input settings for Composite, Y/C and YUV are maintained separately.

QuickClip™

Video

Video Video (Contrast) adjusts the luminance range for the current input only. It is disabled if the Automatic Gain Control is enabled. The default level for Video is 50. The Video settings for Composite, Y/C and YUV are maintained separately.

Hue

Hue This setting adjusts the Hue (the wavelength) of the current input channel. The default level for Hue is 0. The settings for Composite, Y/C and YUV are maintained separately

Chroma

Chroma The Chroma setting acts like a TBC (Time Base Corrector) color saturation setting for the Composite and Y/C inputs only. This setting adjusts the chrominance intensity for the current input only. The default level for Chroma is 50. The video output settings for Composite, Y/C and YUV are maintained separately.

UChroma

UChroma The U Saturation adjusts the Chroma of the U portion of the YUV input only. Combined with the V Saturation setting it allows control over the Chroma setting of a TBC. The default level for UChroma is 50.

VChroma

VChroma The V Saturation adjusts the Chroma of the V portion of the YUV input only. Combined with the U Saturation setting it allows control over the Chroma setting of a TBC. The default level for VChroma is 50.

Color

Color Enable or disable the color output, for files with no color information.

Bars

Bars Output of Video Color Bars test pattern

Black

Black Adjusts the Black level for this channel. Settings here are Setup and Crystal.

Peaking

Peaking The YUV Peaking setting, when enabled, intensifies the effect of the YUV Coring filter, making it more severe.

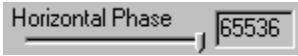
Coring

Coring Coring affects the luminance signal in a Y/C or YUV input. This setting may be different for each input, as opposed to the general TBC settings above.

QuickClip™



Lock Genlock, or timing synchronization selection. The choices here are **Ref In**, **None** or **Current Output**. With None selected, the user will not be able to ensure frame accurate media handling in external pull-ins.



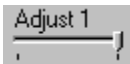
Horizontal Phase Horizontal synchronization information. This setting is adjusted using a slider, which displays the results of your manipulation as a number from 0 to 65536.



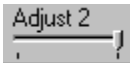
Sub Carrier Chrominance synchronization information. This setting is adjusted using a slider, which displays the results of your manipulation as a number from 0 to 360.



Delay Timing delay of genlock



Adjust 1 A genlock timing setup adjustment (hardware-specific)



Adjust 2 A genlock timing setup adjustment (hardware-specific)

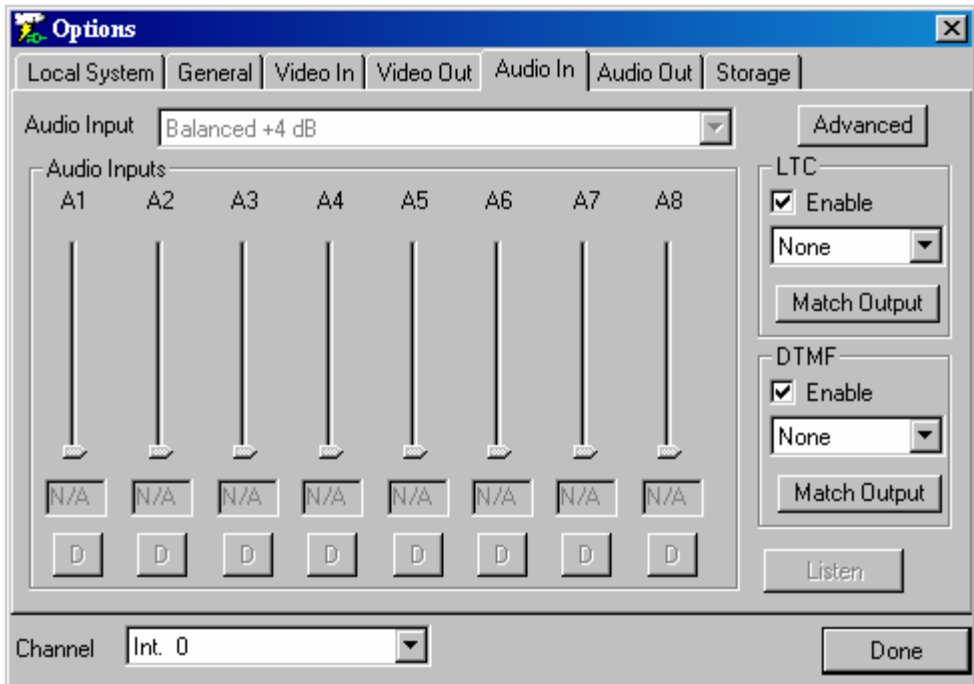


Channel Selector Select the channel to which your changes will apply.



Done Use this command to exit the options menu.

Audio In



The Options Window – Audio In



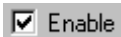
Audio Input

Pull-down menu of audio types associated with your system.

Audio Inputs

Audio Inputs Input Level for up to 8 channels. These settings are adjusted through the use of sliders, which display the results of your manipulation as a number from 0 to 100. The “D” at the bottom of the sliders stands for default, which you can return to by pressing the “D”.

LTC (Longitudinal Time Code) (model-specific)



Enable Enable the LTC.



Match Output Used for synchronizing the LTC output

DTMF (Dual Tone Multi Frequency Time Code) (model-specific)

QuickClip™



Enable

Enable the DTMF.



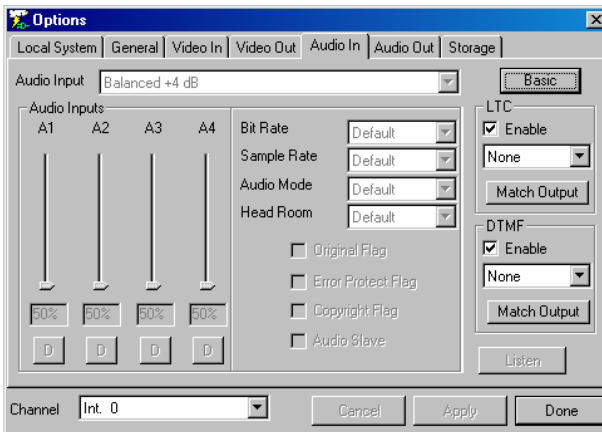
Match Output Used for synchronizing the DTMF output



Listen Model-specific audio monitor setup

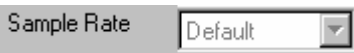


Advanced Opens Audio Input advanced settings. Audio tracks 5 – 8 are not displayed and pull-down menus specific to the audio input settings are offered. Below is the Audio In menu with “Advanced” selected. Note that the “advanced” button has become the “basic” button, which allows the user to return to the basic “Audio In” menu.



Bit Rate

Data throughput of the audio portion of the audio file or track as expressed in MB per second



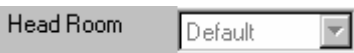
Sample Rate

Sample Rate expressed as samples per second



Audio Mode

Select from a pull-down menu of available audio modes. (model-specific)



Head Room

Setting for “head room” of an MPEG-2 audio track or file. (hardware-specific)

QuickClip™



(hardware-specific)

Original Flag

MPEG-2-specific audio file setting.



(hardware-specific)

Error Protect Flag

MPEG-2-specific audio file setting.



(hardware-specific)

Copyright Flag

MPEG-2-specific audio file setting.



Audio Slave MPEG-2-specific audio file setting. (hardware-specific)



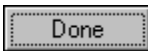
Basic Use this button to return to the basic audio settings menu.



which your changes will apply.

Channel Selector

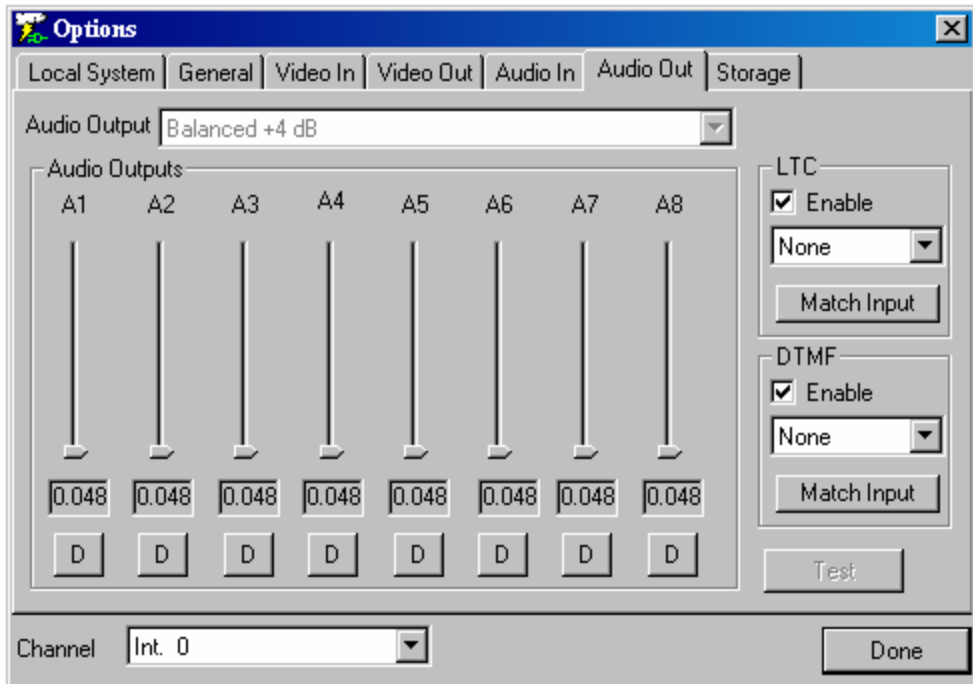
Select the channel to



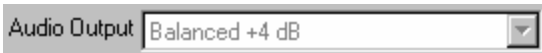
Done

Use this command to exit the options menu.

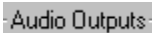
Audio Out



Audio Output Options menu



Audio Output Drop-down menu of available audio output types. Model-specific.



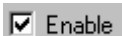
Audio Outputs

Level for up to 8 channels These settings are adjusted through the use of sliders, which display the results of your manipulation as a number from 0 to 100. The “D” at the bottom of the sliders stands for default, which you can return to by pressing the “D”.



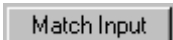
LTC

(Longitudinal Time Code) (Model-specific)



Enable

Turn the LTC on or off.



Match Output Used for synchronizing the LTC output

QuickClip™

DTMF **DTMF**

(Dual Tone Multi Frequency time code) (Model-specific)

Enable

Enable

Turn the DTMF on or off

Match Input

Match Input

Used for synchronizing the DTMF output

Channel

Channel Selector

Select the channel to

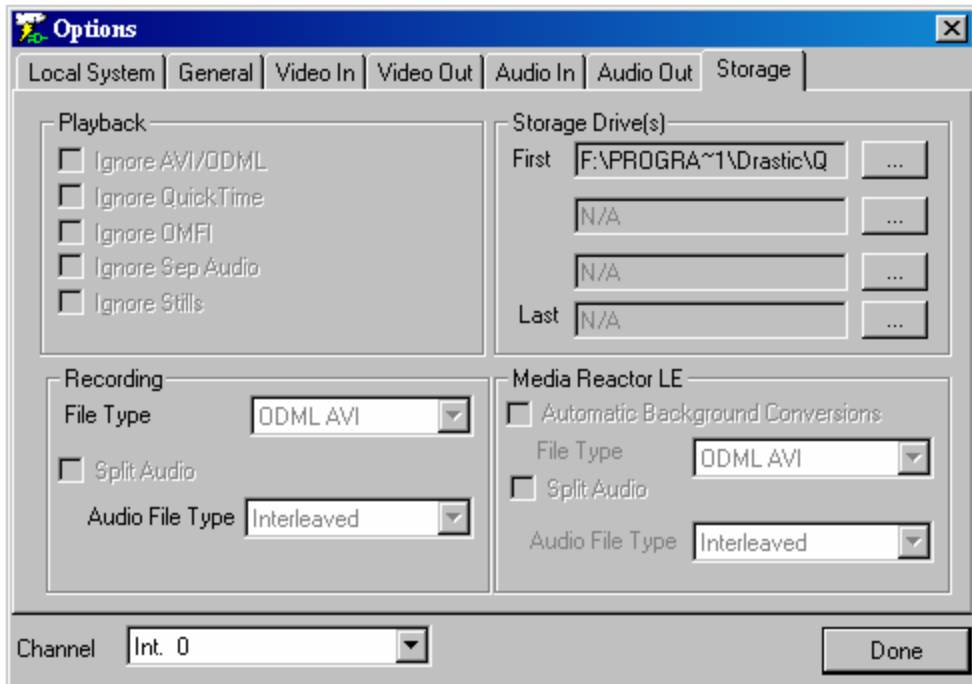
which your changes will apply.

Done

Done

Use this command to exit the options menu.

Storage



The Options Window – Storage

Playback

Playback

Ignore AVI/ODML

Ignore AVI/ODML This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. Not supported on all versions.

Ignore QuickTime

Ignore QuickTime This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. Not supported on all versions.

Ignore OMFI

Ignore OMFI This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. Not supported on all versions.

Ignore Sep Audio

Ignore Sep Audio This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. Not supported on all versions.

QuickClip™



Ignore Stills This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. Not supported on all versions.

Recording



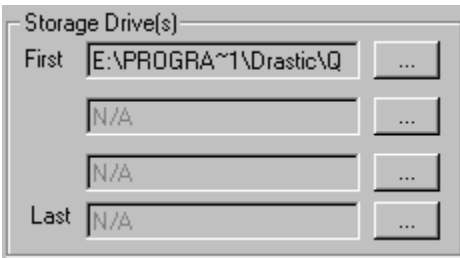
File Type This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. Not supported on all versions.



Split Audio This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. Not supported on all versions.



Audio File Type This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. Not supported on all versions.



Storage Drive(s) Specify the destination of your recorded files



MediaReactor LE



Automatic Background Conversions This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. Not supported on all versions.



MediaReactor File Type This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust

QuickClip™

this setting except where instructed to by QuickClip Technical Support. Not supported on all versions.



Audio File Type This will be checked to enable appropriate hardware when it is applicable to your unit. Do not adjust this setting except where instructed to by QuickClip Technical Support. Not supported on all versions.



Refresh Refresh the information on the screen. If you have made a change and do not see it, press this button to update the image on your screen.



Channel Selector Select the channel to which your changes will apply.



Done Use this command to exit the options menu.

Channels



The Channels menu displays and selects the available channels.



Internal

All internal channels will be listed here. If the Clip Bins you are working on are closed and need to be re-opened, you can re-open them by selecting them through this menu. You can also shift the focus or selection of a Clip Bin by choosing them through this menu.



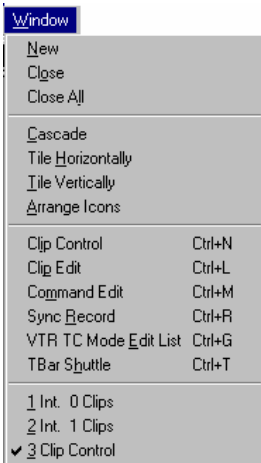
External

Open an external channel or channels. Not supported in all models.

Network

Direct access to a network. Not supported in all models.

Window



New This command opens up a new **PlayList**.

Close This command closes the currently selected window.

Close All This command closes all open windows. Note that this includes the Clip Control window and the clip bins. Check out the list at the bottom of the Windows menu, which shows all active windows in the QuickClip screen. The Clip Bins will not be on this list if they are closed. Open QuickClip windows may also be closed by pressing the X in their upper right corner.

Cascade Stack the open windows (**PlayLists**) on top of each other so that a corner is showing of each, but only the top one is fully visible. This arrangement allows the current **PlayList** to display all of its important information, and relegates any other **PlayLists** to the background for your convenience.

Tile Horizontally Arrange all open windows so that they are edge-to-edge horizontally on the QuickClip screen. This allows the user to see more details regarding each **PlayList**, and to organize their working desktop in a top to bottom structure.

Tile Vertically Arrange all open windows so that they are edge-to-edge vertically on the QuickClip screen. This allows the user to see more details regarding each **PlayList**, and to organize their working desktop in a left to right structure.

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Arrange Icons Direct the arrangement of your desktop icons. Not supported in all models.

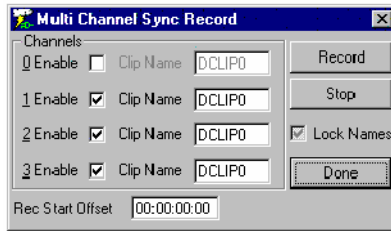
Clip Control The **Clip Control** window may be opened here. If it is already opened, this command will select the **Clip Control** window. If the **Clip Control** window *is* opened, it will be displayed in the list at the bottom.

Clip Edit The **Clip Edit** window may be opened here. If it is already opened, this command will select the **Clip Edit** window. If the **Clip Edit** window *is* opened, it will be displayed in the list at the bottom.

Command Edit The **Command Edit** window may be opened here. If it is already opened, this command will select the **Command Edit** window. If the **Command Edit** window *is* opened, it will be displayed in the list at the bottom.

Sync Record This allows the user to synchronize the “Start Record” of more than one available channel. Selecting the **Sync Record** button opens the following window:

Multi Channel Sync Record



Note that in this instance there are four channels listed, and three are enabled. This corresponds to an application wherein a unit with three inputs synchronizes all three inputs (cameras in this case) to start recording at the same time. The "Lock Names" selector box attaches the same prefix to all three recorded clips, adding (in this case a 1, 2 and 3) to the end so as to identify the channel the clip was recorded on.

A Record Offset may be specified to allow the user to match the displayed time code of the clips during the record to for example, the house clock time, which might come in handy in an instant replay situation. The clips as saved by QuickClip however, will not retain this time code, as all clips recorded by QuickClip start at 00:00:00:00.

T-Bar Shuttle

T-Bar Shuttle The T-Bar Shuttle allows the user to view a clip while it is being recorded. Note that audio is not available until the user has stopped the recording of a clip. T-Bar features are not available on all QuickClip Pro versions.



Following are the descriptions for the buttons and fields in the TBar Shuttle section of the QuickClip Pro interface.

200

Maximum Playback Speed This is the maximum play speed allowed in the forward play section. When the user grabs the shuttle bar with their mouse and brings it all the way to the top, this number defines the fastest speed at which

QuickClip™

playback will occur. Note that entering a negative number in this field will cause reverse playback.



Current Playback Speed

The second window from the top lists the current playback speed as a percentage of standard (100%) playback speed. 0 indicates that the unit is not in Play mode.



Play

Shuttle at normal play speed.



Pause

Stop Playback and display the frame of video at the current location.



Reverse Play

Shuttle in reverse at normal play speed.



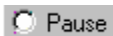
Snap Section

The check boxes in the Snap section allow the user to choose between the Snap modes available



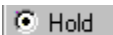
Play

With Play selected, pressing any one of the cameras will cause QuickClip Pro to Play from the offset to the end of the clip. The offset is the amount of frames that QuickClip Pro will go back upon receiving the Play command. The offset is set in the LocalConfig menu.



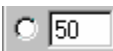
Pause

With Pause selected, pressing any one of the cameras will cause QuickClip Pro to Pause at the offset. The offset is the amount of frames that QuickClip Pro will go back upon receiving the Play command. The offset is set in the LocalConfig menu.



Hold

With Hold selected, pressing any one of the cameras will cause QuickClip Pro to Play from the offset at a speed selected by the user. This speed is set in the box just below the Hold button (Percentage of Play speed). The offset is the amount of frames that QuickClip Pro will go back upon receiving the Play command. The offset is set in the LocalConfig menu.



Percentage of Play Speed

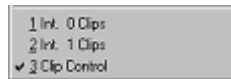
This value defines the percentage of Play speed that QuickClip Pro will use upon pressing the Camera button with the Hold check button checked.

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Maximum Reverse Speed

This value defines the maximum shuttle bar speed in reverse. If the user “grabs” the Shuttle Bar with their mouse and pulls it all the way to the bottom, playback will occur at the maximum speed entered here. In this case the user has entered -100%. This setting plays video at 100% (the same as forward play), but plays it in reverse. If the user were to enter -200 in this field, playback would be 2X in reverse. Note that entering 100 in this field would cause the reverse shuttle to play forward. This feature might be handy if the user prefers to have the top of the shuttle bar as reverse play and the bottom of the shuttle bar as forward play, for example. Following the T-Bar Shuttle on the **Window** menu is the list of open windows. Any windows that are currently open in QuickClip will be listed here. If a clip bin is closed, it will not display here, yet may be re-opened through the Channels menu. An item displayed on this list with a check mark before its name has been selected, or is active.



Following the **TBar Shuttle** selection on the Window menu is the list of the windows currently opened in QuickClip Pro. If a clip bin is closed, it will not display here, yet may be re-opened through the Channels menu. An item displayed on this list with a check mark before its name has been selected, or is active.

As in the above you see the Channel **Int. 0 channel Clip Bin**, the **Int. 1 channel Clip Bin**, and the **Clip Control** window. These were the lists open at the time of the screen capture. Also note that in the above diagram, the **Clip Control** window has a check beside it. This check mark indicates that this window is currently selected, or active.

Help















The Help menu produces the user the “About” screen, which calls up a screen offering the QuickClip software version number and some contact information for Drastic Technologies Ltd. The Help Topics menu item (grayed out) is reserved for future development considerations. The Help files regarding the QuickClip Software are limited to bubble help windows that open if you hover above an icon for long enough.



The “Splash” screen displays copyright, version and contact information for the QuickClip software product. Take note of the version of QuickClip you are working with. You may need to give this information to a Drastic Representative if you require information about the functionality of QuickClip.

The Toolbar



- | | | |
|---|--------------------|--|
|  | New PL | Creates a new PlayList |
|  | New PI | Creates a new Pull In |
|  | Open | Opens a saved PlayList |
|  | Save | Saves the selected PlayList |
|  | Save As | Saves the selected PlayList with a new name |
|  | Save All | Saves all windows in the workspace, including any open PlayLists |
|  | Close List | Closes the selected list |
|  | Cut | Removes the current clip and maintains it in the buffer until it is replaced by another cut or copy command. |
|  | Copy | Places a copy of the selected clip into the buffer available for pasting |
|  | Paste | Pastes the clip from the buffer above the highlighted selection in the PlayList |
|  | Paste Over | Pastes the clip from the buffer over the previous clip, removing it from the PlayList |
|  | Paste Below | Pastes the clip from the buffer below the currently highlighted selection |

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Paste At End Pastes the clip from the buffer at the end of the PlayList



Delete Deletes the selected clip

The PlayList



Status Bar The Status Bar displays the status of clips within a Break and the percentage of the current Break played.



Select Break Selects all the clips in the Break, starting from the selected clip to the end of the PlayList. Upon pressing play, the PlayList will begin playing. It will play from the first selected clip to the end of the PlayList, unless instructed otherwise by a command or commands.



Break Display (top window) and **Clip Run** (bottom window). While playing, the Break Display window shows the time remaining in the current Break. When paused or stopped, the Break Display window shows the total time for the current Break, not counting delays or waits. The Clip Run window displays the length of your current clip and in Play mode counts down backward from the out point of the current clip to 00:00:00:00.



Play Break If the first clip in a Break or the whole break is selected, this will play the current Break. If a clip is selected partway down the PlayList, the Play Break will select the break from that clip down to the location of the next command or the end of the PlayList, and play this selection of video.

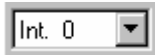
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Add Clip Add the next clip in the list (Clip Bin) to the break.



Abort Abort playback of the Break. Puts QuickClip Pro into Stop mode.



Channel Select The Channel Select drop down box displays the currently selected output channel. The user may change the channel assignment using this pull-down menu.



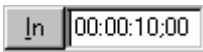
Play Clip Plays the selected clip



Pause Clip Pauses playback of current clip



Stop Clip Stops playback and puts the system into pass-through mode.



Set In Enter the time code location of the in point of a recording in VTR mode. Not supported on all versions



Record Cause the attached VTR to begin recording. (model-specific)



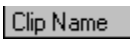
Previous/Next select window The name of the clip you have selected will be displayed in the window. If there is a clip you are looking for, pressing the left arrow (Previous) or the right arrow (Next) will allow you to search through the currently active Clip Bin for it.

#	Clip Name	Clip In	Clip Out	Break In	Break Run	Comment
---	-----------	---------	----------	----------	-----------	---------

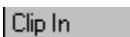
Headings above clips in PlayList



Indicates the clip number in the break section. (X Indicates a Command). Clips are numbered sequentially from top to bottom of the list beginning at 0. Commands do not interrupt the numbering.



Clip Name The clip name (or the symbol ::CMD- [command])



Clip In The clip In point (or the Command type)

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Clip Out	Clip Out	The clip Out point (or the Command details)
Break In	Break In	Time Code of In point of clip (or blank if command line)
Break Run	Break Run	The Break Run displays a total run time for the Break section
Comment	Comment	Clip comments or Command description.

Right Click Options for the PlayList

Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Paste Below	Ctrl+B
Paste Over	
Paste At End	Ctrl+E
Remove	Shift+Del
Insert Command	Ctrl+Z
Edit Clip	
Preview Clip	
Preview Group	

Cut Removes the selected clip and places it in the buffer for pasting

Copy Places a copy of the selected clip in the buffer for pasting

Paste Pastes a clip or command from the buffer above the selected clip

Paste Below Pastes a clip or command from the buffer below the selected clip.

Paste Over Deletes the currently selected clip from the PlayList and pastes a clip or command from the buffer in its place.

Paste at End Pastes a clip or command from the buffer at the end of the PlayList.

Remove Deletes the selected clip from the hard drive. Note: this permanently erases the selected clip. Are you sure you want to do this?

Insert Command Allows the user to insert a command into the PlayList. (See the next section, the **Command Edit Window**)

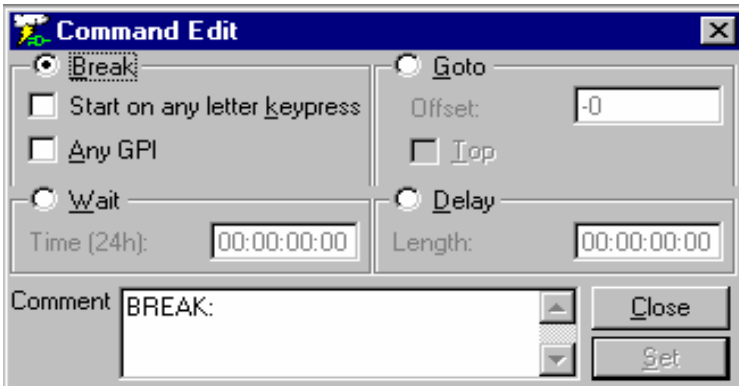
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Edit Clip Calls up the clip edit window, allowing the user to edit a clip in the PlayList. Note that editing this clip will not affect the original clip as it was captured, only this instance of the clip.

Preview Clip Play the selected clip on the selected output devices.

Preview Group Preview a group of clips, as selected. Note that this is only active when more than one clip has been selected by the user.

The Command Edit Window



The Command Edit window

Available Commands:

BREAK – Start on any keypress Wait for an external controller command or keypress on the keyboard or front panel controller. Note that the Space bar, the Enter key and the Tab key (as well as other non-alphanumeric keys) are not considered a keypress for the purposes of the **Start on any keypress** command.

BREAK – Any GPI A **Break** which waits for **Any GPI** (Ground Pulse Interrupt), waits for a device-based electrical signal will activate the next clip or command.

WAIT Tell the **PlayList** to wait for a specific time of day before continuing. The internal system clock is the reference. Format is HH:MM:SS:FF. (hours:minutes:seconds:frames)

GOTO Go To specified locations in the **PlayList** or directly to the top of the list, for looping purposes. The offset specifies how many clips and in what direction to go to. A negative number will move up the list while a positive number will move down the list.

DELAY Set a **Delay** of a specific length into the **PlayList**. When the delay is completed, the next clip or command will resume. Again, the internal system clock is the reference. Format is HH:MM:SS:FF (hours:minutes:seconds:frames).

Add commands to the **PlayList** by right-clicking the item above the location in the **PlayList** in which you would like to place the command, and selecting the **Insert**

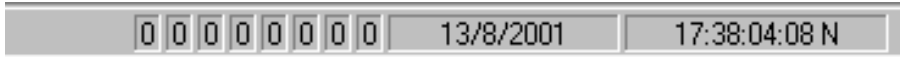
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Command option from the menu. Select the command that you require. QuickClip Pro will insert the command below the item you have right-clicked on.

When you are done, press the **SET** button on the **Command Edit** window. This will put the changes into the list. Note: If you don't press the **SET** button, the **Command Edit** window will as a default select the most recently used type of command to place into your PlayList.

The Status Bar

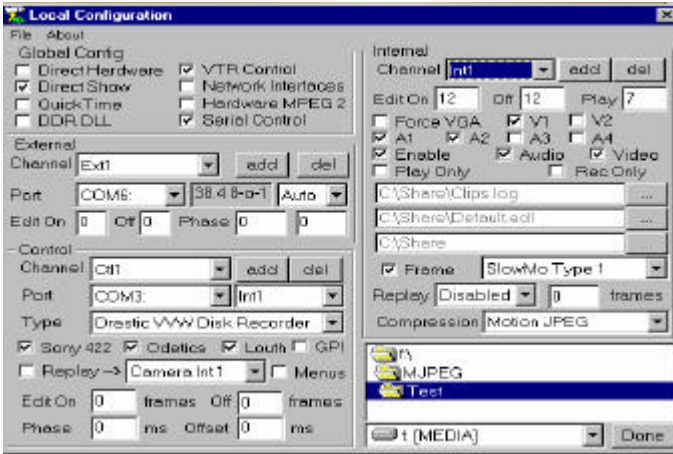
The Status Bar



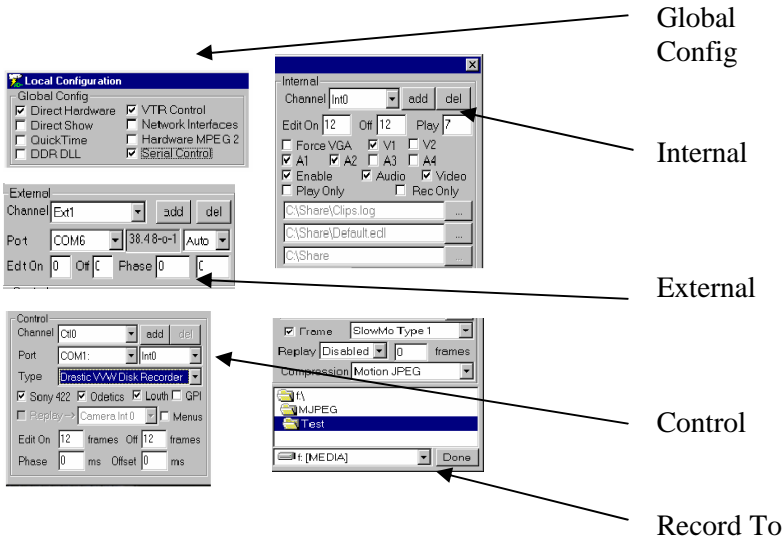
The status bar will show the current Synchronization timer and date, which will be used as the current internal timing source. To the left of the date is the GPI trigger status. This is available only if a GPI trigger is enabled. It will display the status of the GPI triggers and the may be set by pressing the button with the mouse on each trigger status. The status bar may be disabled via the View and Status bar option.

Local Config

Below is the Local Configuration menu. This is where the user may adjust a number of settings for QuickClip Pro.

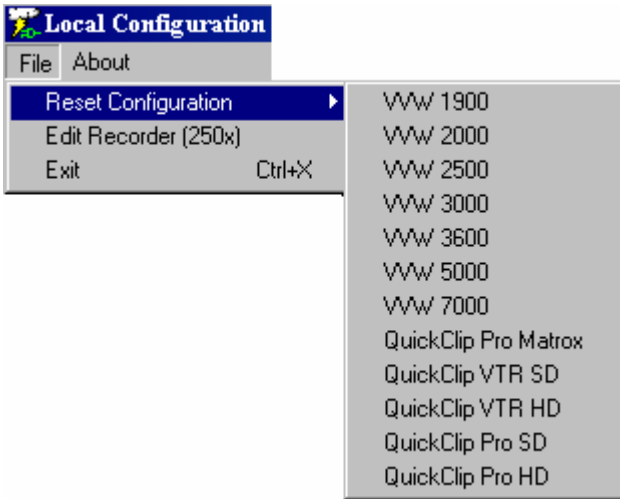


Below is the **Local Configuration** menu separated into the following subsections: **Global Config**, **External**, **Control**, **Internal** and **Record To**. We will further examine the properties represented in each of the sections of this diagram.



LocalConfig - Main Menu

This is the **File** pull-down menu.



Under the file menu, the user may set the base configuration simply by selecting the appropriate model as instructed by a QuickClip support technician. When the user selects a new configuration, the following confirmation screen will come up:



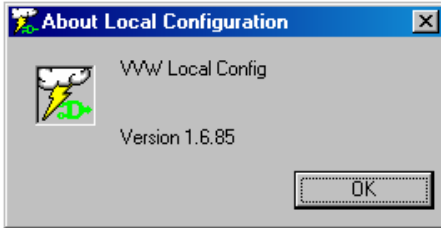
The user must agree to reset at this time, or cancel out of the action.

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This is the **About** pull-down menu.

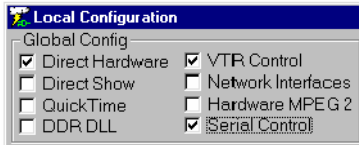


Select **About Local Config** to view the version number of LocalConfig.



If you need to contact QuickClip Technical Support regarding your software, take note of any version information. We may be able to use this information to effect a speedy resolution of your situation.

Global Config



Global Config These settings enable specific hardware when it is applicable to your unit. Do not adjust these settings except where instructed to by QuickClip Technical Support. Not all settings supported in all versions, as many of these settings are specific to the hardware upon which QuickClip Pro is installed.

Direct Hardware **Direct Hardware** Enables Direct Hardware protocol for specific hardware. Note that if Direct Hardware is checked, Direct Show should be unchecked. Not supported on all versions.

Direct Show **Direct Show** Enables Direct Show protocol for specific hardware. Note that if Direct Show is checked, Direct Hardware should be unchecked. Not supported on all versions.

QuickTime **QuickTime** Enable specific QuickTime applications.

DDR DLL **DDR DLL** Enable specific DLLs. (**D**igital **D**isk **R**ecorder **D**ynamically **L**inked **L**ibrary).

VTR Control **VTR Control** Enable control of external VTRs. This will be checked as a default to enable control of external VTRs.

Network Interfaces **Network Interfaces** Enable control via TCP/IP protocol.

Hardware MPEG 2 **Hardware MPEG-2** Enable specific MPEG-2 hardware.

Serial Control **Serial Control** Enable serial control. (Standard Sony, Louth, Odetics RS-422-type controllers) Serial Control is not supported by QuickClip Pro software.

External

External Control of an external VTR may be assigned a port through this portion of the Local Config window. You may add or delete a channel of external control, and switch port assignments through this channel. If you need to change any of these assignments, it will be either because you know what you are doing, or you have been instructed to do so by QuickClip Technical Support. Do not experiment with the default settings, as this may result in a loss of communications between your system and the attached device.

Channel (Model-specific) In a dual-channel unit, there would be two channels of external control, one for channel 1 and one for channel 2. The standard arrangement has the first channel of external control identified as Ext0, and the second as Ext1.

Add Add a channel of external control. The drop down menu shows the channel or channels you have enabled. The first available channel is Ext0, the second is Ext1, the third would be Ext2 in the case of a model with more than two channels of external control, etc. Once a channel of external control has been added, it must be assigned a port. The External, Control and Internal channels are all routed through the system hardware, and must be assigned logical pathways through it. Two external channels may not be assigned to the same port.

Del Delete a channel of external control. (Are you sure you want to do this?)

Port The port is the specific internal route the external control signals take to get through the system hardware.

QuickClip™

38.4k 8-o-1

38.4k 8-o-1.

(Baud Rate) The Baud Rate will be displayed here. The default is

Auto

Video Standard Select from a pull-down menu of available video standard choices in this menu. (i.e. NTSC, PAL etc.)

Edit On 4

Edit On Set the length of the pre-roll for an edit to be performed on. The pre-roll value is expressed as a number of frames. This setting may be adjusted as necessary for the particular device you are controlling.

Off 4

Off Set the length of the post-roll after an edit. The post-roll value is expressed as a number of frames. This setting may be adjusted as necessary for the particular device you are controlling.

Phase 0 0

Phase The Phase may be adjusted here. The default is 0. Do not adjust this setting unless instructed to do so by QuickClip Technical Support.

Control

Determine where the channel or channels of Control Input will be assigned. This refers to control of the system by an external device.

Channel

The drop down menu for the channel shows all Control In channels that have been enabled. In a two channel box, there will be two channels of for control of your system by an external source. The standard arrangement for these has the first channel identified as Ctl0, and the second channel is Ctl1.

Add

Add a channel of Control In. Once a channel of Control In has been added, it must be assigned a Port. The External, Control and Internal channels are all routed through your system, and must be assigned logical pathways through it.

Del

Delete a channel of Control In. (Are you sure you want to do this?)

Port

Assign a port to each channel of control in supported by the box. The default setting for the first channel of control in (Ctl0) is COM3, and the default for the second channel of control in is COM4.

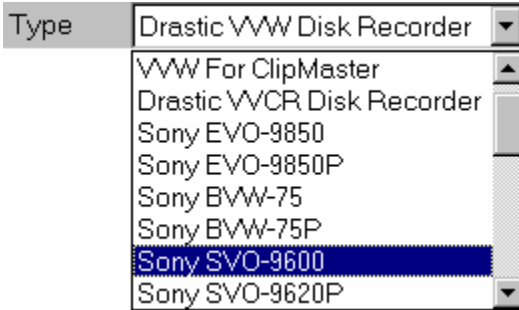
Channel Selector

Use this pull-down menu to select the channel to which the changes you have made will apply.

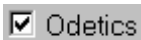
QuickClip™



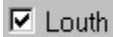
Type This drop down menu for industry standard supported control protocol types offers the user a quick method of confirming the protocol types used by QuickClip Pro. Consult with QuickClip Technical Support if the device type you need to emulate does not appear.



Sony 422 Enable the use of Sony protocols. The default setting is “selected”.



Odetics Enable the use of Odetics protocols. The default setting is “selected”.



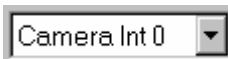
Louth Enable the use of Louth protocols. The default setting is “selected”.



GPI Enable the use of a GPI trigger. This box should remain unchecked unless you are using an external GPI trigger. It does not apply to a keyboard press activated trigger.



Replay checkbox Check this box to enable replay and activate the camera selection pull-down menu just to the right of this checkbox.



Camera Select Use this pull-down menu to select the “camera” or output channel for instant replay applications.



Menus Check this box to select menu display. (model-specific)

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Edit On frames

Edit On This represents an adjustment (in frames) that QuickClip Pro will wait after receiving the Edit command. This setting is used to synchronize external control.

Off frames

Off Frames after the Edit off command is received. This setting is used to synchronize external control.

Phase ms

Phase The Phase may be adjusted (in milliseconds) by entering a number value in this field. Do not adjust this setting unless directed to do so by QuickClip Technical Support.

Offset ms

Offset The Offset default is 0 ms (milliseconds). Do not adjust this setting unless directed to do so by QuickClip Technical Support.

Internal

This section determines the presets for each internal channel supported by your system. If you need to change any of these assignments, it will be either because you know what you are doing, or you have been instructed to do so by QuickClip Technical Support. Do not experiment with the default settings, as this may result in a loss of communications within the board set, undermining the functionality of the unit.

Internal

Channel

Edit On Off Play

Audio Video Force VGA

Enable Play Only Rec Only

Frame

Replay frames

Compression

E:\
 PROGRA~1
 Drastic
 QUICKC~1


e: [APPLICATIONS]


Channel


Channel

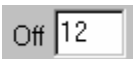
In a single channel box, the internal channel will be Int0. For a two channel system, the first channel would stay the same and the second channel would be Int1. Additional internal channels would be Int2 and Int3 etc. (depending on the system configuration).

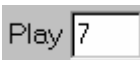
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 **Add** Add an internal channel of video. Note that this must be supported by the hardware. The External, Control and Internal channels are all routed through the same system, and must be assigned logical pathways through it.


 **Del** Delete an internal channel of video. (Are you sure you want to do this?) Note that channel “Int0” may not be deleted.

 **Edit On** This represents an adjustment in milliseconds that QuickClip will wait after receiving the Edit command. This setting is used to synchronize external pull-ins.

 **Off** Milliseconds after the Edit off command is received. This setting is used to synchronize external pull-ins.

 **Play** This number represents the number of milliseconds QuickClip will wait after it receives the command to Play. This setting is used to synchronize external pull-ins.

 **Video channels pull-down menu** Pull-down menu allows the user to select the internal video channels. The above selection (V1) indicates that there is one video channel. Only select what is supported by the hardware in your unit.

 **Audio channels pull-down menu** These are checkboxes for the enabling of audio channels one through four. The above selection (A12) indicates that there are two audio channels and that they are dedicated to video channel 1. Note that A1 and A2 are dedicated to video channel 1, and A3 and A4 are dedicated to video channel 2 (and so on for configurations with more channels). Only select what is supported by the hardware in your unit.

 **Audio checkbox** Check this to specify that audio may be played or recorded.

 **Video checkbox** Check this to specify that video may be played or recorded.

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Force VGA

Force VGA This checkbox opens the VGA display, which will support a preview quality display window appearing on your VGA monitor in addition to the QuickClip Pro interface, for use during clip manipulation and editing. For more information, consult QuickClip Technical Support.

Enable

Enable Enable the choices selected in the Channel window. The default setting is for this box to be checked. Confirm that what you select is supported by the hardware in your system.

Play Only

Play Only This will limit the functionality of the selected channel to playback capabilities only (no E to E previewing), preventing this channel from recording or altering any material.

Rec Only

Rec Only This will limit the functionality of the selected channel to E to E, or Record capabilities only, dedicating the channel to a media capture role.

C:\Share\Clips.log ...

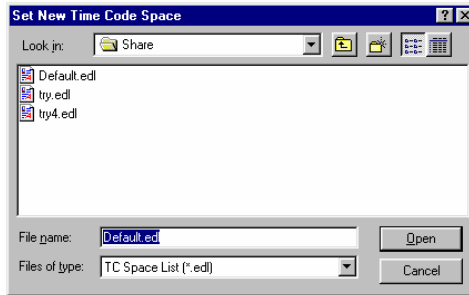
New Clip Space The New Clip Space pull-down menu is the first menu under the “Enable” checkbox. This menu brings up the Set New Clip Space Window, allowing you to select or change the location in which you will save your Clip lists.



C:\Share\Default.edl ...

New Time Code Space The New Time Code Space pull-down menu is the second menu under the “Enable” checkbox. This menu brings up the Set New Time Code Space Window, allowing you to determine the location in which you will save your Time Code Space Files.

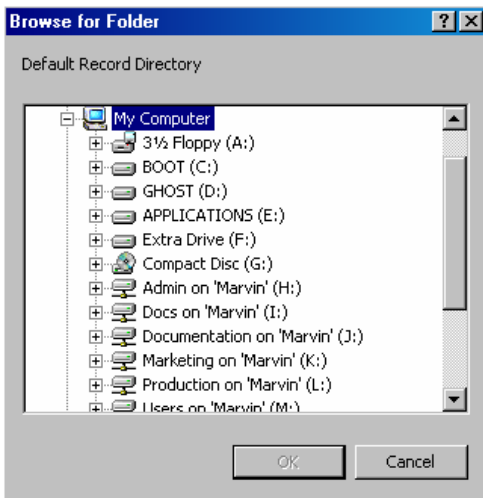
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Main Directory of Clip and Time Code Folders.

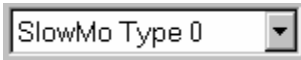
This window displays the directory within which the New Clip and the New Time Code Space Files will be located.

If you have determined that you need to change this directory, it should be because you know what you are doing or because you have been directed to do so by a Drastic technician. Selecting the browse button at the right of this pull-down menu brings up the below standard Windows browser, so you can find the directory you need.



Frame Check this to allow playback of MediaReactor-derived files. (model-specific). Uncheck this box to enable slow-motion playback.

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Slow-Mo Type Select between available slow motion types using this pull-down menu (model-specific).



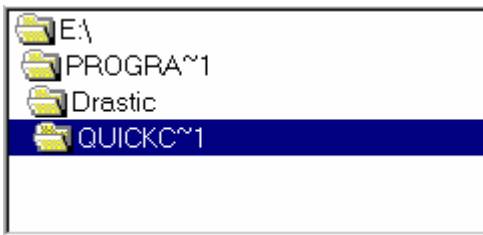
Replay Select Select between local or network replay, or select disabled to disable network or local replay capabilities.



Offset Specify the number of frames for the offset that QuickClip Pro will use in an instant replay application.



Compression Type Select between available compression types (or uncompressed depending on your model) using this pull-down menu.



“Record To” directory The current directory for all media recorded by QuickClip Pro. The user can change this directory assignment if necessary.



Drive pull-down menu Use this pull-down menu to select a different mapped drive as your “record to” drive.



Done Once you have made changes to the LocalConfig menu, select this button to quit LocalConfig. Keep in mind that you can have LocalConfig and QuickClip Pro open at the same time, but if you make changes in LocalConfig with QuickClip Pro open, the changes will not be saved.

Note that many of the various features that can be changed or reassigned within this menu are accompanied by warnings telling the user not to adjust them. The majority of these settings are meant to be set correctly at the factory, and left to function in that configuration for the rest of their existence. Changing the settings herein may produce undesirable results. Consult QuickClip Technical Support before experimenting.

Troubleshooting

No Video Output

Connect a monitor directly to the composite out of the Server. Try loading and playing a number of different clips. Use the monitor to trace the video connection through the setup.

No Audio Output

Connect an audio monitor directly to the audio outputs of the Server. Make sure the audio levels are all the way up (100%). Try a number of different clips. Use the monitor to trace the audio connections through the setup.

No Control

Check the RS-422 cable connections to the server and the control. If it is a machine-to-machine edit, check for secondary (and even tertiary) serial ports and try them. If this fails, see 'Enabling/Disabling Serial Protocols' below.

Some Clips Are Playing Back As Black

Click the done button on the remote interface. Click the VTR icon on the main interface to restart the remote. See if the clips are still playing black, and if they still exist. It is possible that some clips may be removed from the system (killed) and the remote may not be immediately aware that they are no longer available. Closing and opening the remote will force a clip refresh.

I Can Only Use the First X Seconds from My Controller

If you are using an edit controller or machine-to-machine setup, make sure the remote is in VTR Mode. If an automation controller tries to seek beyond the clip length, it may only support VTRs as ingest sources. In this case, switch to VTR Mode and use the time codes to define the clip ins and outs on your automation system. If the automation system is trying to seek to a point before the clip start, shorten the pre roll or use the VTR Mode as described above.

I See the Clips but I Can Not Load Them

Make sure that the remote interface is in 'Server Mode'. While the remote is running, all protocols are available simultaneously so the automation system will see a VTR, and Odetics Device or a Louth device as is required. If the remote is not in 'Server Mode', the clip list will be returned to the automation controller, but the Server will not be able to load or play the clips.

Seeks Are Not Instantaneous

My Controller Does Not Recognize the Device

My Controller Is Sluggish

Some controllers work more efficiently if they recognize the device they are connected to. Changing the type drop down box will set the type of VTR to be emulated. As a rule of thumb select a VTR from the same manufacturer as the controlling device. Older models will be more

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generally recognized than newer ones. Make sure the model name is NOT followed by a 'P', when running in NTSC. This indicates the PAL version of a VTR. If problems persist, try using a model that the controller is unlikely to recognize. Some controllers' default behavior is much better than their 'tuned' behavior.

Enabling/Disabling Serial Protocols

Sony 422 – Tape Emulation (VTR Mode)

This is the protocol in use by standard videotape recorders (e.g. Sony BVW-75, BVU-900, EVO-9800, UVW-1800, HDW-500/2000, Panasonic AG-7750, AU-65, AJ-D850, AJ-3700, AJ-HD150, JVC-BS822U, BR-D750, BR-DV600UA). This is the protocol used by machine to machine edits, traditional edit controllers and often for automation system ingest/pull in.

Aside from basic transport/response control, which is used by every compatible device, the Server Remote also supports many extensions defined by particular VTRs since the protocol inception. The remote will attempt to respond correctly to all commands, included Dynamic Motion Control, off-speed play commands, bumping, extended presets, dual head playback, as well as audio and video remote setup extensions. Due to the MPEG media being used, these commands may not respond exactly as expected, but should reproduce a reasonable facsimile for each operation.

Disabling this protocol has no effect if the Odetics protocol is enabled. The Odetics protocol is based on the Sony 422 protocol, so it will effectively remain enabled. If both the Sony 422 and Odetics protocols are disabled, then only Louth server protocol will be available.

Odetics – Tape Emulation/Server (Server Mode)

The Odetics protocol is an extension of the Sony 422 protocol. It uses Sony 422 protocol for basic transport/response communication and adds protocol compatible extensions to add clip server functionality. When the controller is using Odetics protocol, the extended commands can retrieve the clip/spot list, load spots and play spots in a list.

Disabling this protocol will cause the extended commands to fail. This means that the controller, (assuming Sony 422 is enabled), will see the Server as a VTR device. If both Odetics and Sony 422 are disabled, then the Server will only respond to Louth commands.

Louth – Server (Server Mode)

The Louth protocol uses the eight-character clip/spot names to load, play and play lists of clips. This protocol is entirely based on clip names and has no concept of tape based operations. Louth compatible controllers, however, may use Sony 422 protocol to ingest clips into the automation system, or even play long format material to air. Depending on the automation controller, the Server may appear as a VTR or as Louth DDR.

Disabling this protocol will cause the Server to respond negatively to any Louth commands.

My Automation System Will Not Capture Spots

Typically, the automation system is using the Server in the wrong mode or using the wrong protocol. First, the Server should be set up as VTR, and the automation system should be

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told it is a VTR. This should allow the ingesting of clips from their time codes. Once that is working, you may want to try and set up the Server as a Clip/Spot based server. It should be noted that the Server is not intended as an 'on-air' device. Many automation systems designed with servers are 'on-air' only. Normally, the automation system also expects to be able to record or transfer spots onto the device, which is not possible locally with the server. To set up as a server, determine what protocol the automation system prefers (Louth or Odetics) and set up the control channel on the automation system for that protocol. By default, the Server will respond to either. If problems persist, try disabling the protocol that is not in use.

My Automation System Plays Extra Frames to Air When Playing Clips/Spot Lists

First, the Server is not intended as an on air device. The clip list capability exists to support possible future applications and bulk clip transfer. Secondly, the Server will play extra frames if they are required to create a clean first frame at the 'in point' of the clip as set by the user. This means that clips with the slate removed may require the black frame to properly display the actual start of the clip. When playing in an Odetics or Louth controlled clip list, the clips may be slightly longer than the in and out points would suggest.

My Automation System Sees A VTR, Not A Server with Clips

This normally occurs with Louth protocol based controllers that check the Sony 422 protocol before trying Louth. Because both protocols are active, the automation controller may not try the Louth protocol, assuming the device is a VTR. To fix this, disable the Sony 422 and Odetics protocols. This means the Server cannot be used as a VTR, but the automation system should find the Louth protocol. To use as VTR, be sure and re-enable the Sony 422 protocol.

Manufacturer's Warranty

LIMITED WARRANTY (5-a) Terms and Coverage: Drastic Technologies (the Manufacturer) warrants the software product to the original purchaser for a period of thirty days. The warranty period commences on the date of shipment of product by Drastic to the purchaser however the warranty period set forth in the warranty may be extended at the discretion of Drastic by up to 60 days to cover shelf life and transportation to the purchaser's end-user customer.

(b) Seller's sole and exclusive liability, and Buyer's exclusive remedies, for breach of this warranty are as follows:

(I) Seller, at its sole option, will repair or replace any Good found to be defective, except as otherwise provided in (B) and (C) below;

(II) If Seller elects to repair a defective Good or replacement part but is unable to do so within forty-five (45) days after receiving such Good or replacement part, then Buyer may elect to obtain a refund of the price paid to Seller for such Good, provided that Buyer first must so notify Seller in writing, and return the defective Good or replacement part to Seller, all freight and insurance prepaid; and

(III) In all cases, Seller's liability under this warranty is subject to the following additional conditions:

(A) Goods and replacement parts that Buyer considers to be defective shall be returned to Seller's designated facility for examination and testing; transportation costs and insurance to be prepaid by Buyer. Seller will reimburse Buyer for shipping and Buyer complies with all terms of this warranty and that Seller's testing and examination disclose a defect.

(B) Seller shall not be liable under this warranty if testing and examination by Seller disclose that the Goods or replacement parts have been modified or altered in any material manner after shipment by Seller;

(C) Seller shall not be liable under this warranty if its testing and examination disclose that the alleged defect in the Goods or replacement parts does not exist or was caused by Buyer's or any third parties misuse, neglect, improper installation or testing, unauthorized attempts to repair, or any other cause beyond the range of their intended use, or by accident, fire, or other hazard.

(D) Seller shall not be liable under any warranty under this Agreement with respect to any Goods or replacement parts that are not returned in their original shipping container or a functionally equivalent container.

(E) If Seller's testing and examination do not disclose a defect warranted under this Agreement:

(1) Seller shall so advise Buyer and dispose of such Goods or replacement parts in accordance with Buyer's instructions and at Buyer's cost; and,

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(2) Buyer shall reimburse Seller for its expense in testing and examining the Goods or replacement parts calculated at Seller's then current rates.

(c) Seller's liability under this warranty is expressly conditioned upon Buyer's notification of Seller on any claim by Buyer under this warranty within thirty (30) days following Buyer's discovery of facts indicating to Buyer that Goods or replacement parts shipped hereunder constitute a breach of this warranty.

(d) Buyer and Seller agree that the price offered to Buyer by Seller for the Goods or replacement parts is a consideration in limiting Seller's liability as provided in this Section 5 and in Sections 6 and 7 hereof. Accordingly, Buyer agrees that the remedy provided by Seller for any breach of this warranty adequately protects Buyer's interests and expectations in the event it received defective Goods or replacement parts from Seller, regardless of circumstances that may arise after the date of this Agreement and when the Goods or replacement parts are used by Buyer or its Customers.

(e) SELLER DOES NOT WARRANT DISK DRIVES IN ANY RESPECT. The only warranties on disk drives and remedies for breach of warranties on disk drives are those provided by or otherwise available against the disk drive manufacturer, Seller passes through to Buyer all warranties by the disk drive manufacturer as set forth in the disk drive manufacturers warranty statement that accompanies each disk warranty with such manufacturer and to communicate all warranty claims to such manufacturer.

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